**Journal Entry by Navneet Jain-Communication**

XP value Communication says “*Everyone is part of the team and we communicate face to face daily. We will work together on everything from requirements to code. We will create the best solution to our problem that we can together*”.

I have chosen this activity for the project and will make sure that within my team we have a good communication platform for all the members.

During the third week of the project, I made sure that everyone in the team is well communicated with each other and below are the following steps which we took as a team to fulfill that.

1. This week we selected the CS activity of Minimal Spanning Tree using Kruskal’s Algorithm.
2. First team meeting happened on Monday and each one was given a small task to find a minimal path to connect all the houses in the village. Everybody used different number of steps to build the road and finally we used Kruskal’s algorithm to find the minimum path. So we were able to finalize the game idea in this meeting.
3. Minutes of meeting was formed and updated to the github.
4. We discussed various use cases which will be covered by our game. Everybody was asked to come up with the two unique test cases for the game.
5. After all the discussions, we decided to create use case, activity and prototype diagram for this week.
6. We had a conference call on Thursday. This was just a sync up call to check the status of work for each team member. Everybody was asked to communicate the problems if anybody is facing.
7. By this I am trying to create a platform for everyone in the team to communicate with each other and thus find a better solution to the problems.

From now onwards, firstly I would like to continue most of the things which we followed last week and in addition to that there are few steps which I am planning to take for improving the communication within the team. The steps are as under: -

1. I am planning to communicate the idea of our team to the target audience and try to get the feedback on that.
2. I am planning to setup a call Monday afternoon, so that we can decide on the action plan of developing our game.
3. Everybody is given equal time in meetings and everybody uses that platform to communicate his/her ideas and problems if any.

From individual point of view, I created the Activity and Use Case diagram for the Game using Astah UML. This required a lot of understanding as I need to consolidate the ideas of the team into one use case diagram.