**Journal Entry by Anudeep Rentala - Feedback**

I have selected Feedback as an extreme programming values for our project and will keep a record of this value throughout the project for our team.

* Week 4 was all about designing our game. Having done a prototype in the previous week, we had a clear vision on what we wanted in our game.
* Over the week and during our weekly meetings, we discussed some of the feature sets and start documenting designs.
* It was really interesting to actually design our game because, all though each of us were on the same page on the game we wanted we had very different ideas in the design
* We iterated through our use case diagrams, identified the valid scenarios, had continuous feedback on them from all team members and came up with use case diagrams
* Similarly, we went through activity diagrams and class diagrams for our game. I was really glad to have been a part of the whole team as I am starting to see an openness to accept and work on feedback from all team members in the team.
* While we also made a conscious effort to come up with the best possible design we decided not to go into the granular levels of design and show just get to coding the game itself
* After weeks of discussions on our ideas and design, we finally started coding the game itself. We had decided to opt for greenfoot to build our game and my module being the Connector class, I started with some basic skeleton structure of the class.
* As we’d be busy with mid-terms for the following week, I do not expect much work to be done over next week. However, post midterm I really expect our sprint cycles to start off.

Overall, we made considerable progress and have finally started coding. Considering the clarity with which our team is progressing I see us developing good and robust code. With the culture of feedback well engrained in our team culture, I can only see us getting better at what we do.