**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*”.

Tony Robbins has rightly said “To effectively communicate, we must realize that we are all different in the way we perceive the world and use this understanding as a guide to our communication with others”.

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 fourth 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 basically focused on the creation of Class, UseCase and Activity diagram of the game which we will be developing.
2. First team meeting for this week happened on Wednesday and as always I booked room in the library for the meeting.
3. In the first meeting we discussed about the UML diagrams and talked about various classes that our code will have.
4. We welcomed the ideas from everyone and then with everybody’s consent we finalized on the design.
5. Once everything was setup, then the team was asked to start coding and each of the team members are given some task.
6. We had a conference call on Saturday. 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 will make sure that in my team there are various communication channels open and everybody is free to talk.
2. Any team member having some problems should try to speak out in the team meetings and hence we will be able to solve that.
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 have started the coding part and will try to come up with some use cases that can be tested using Junit testing environment.