**Communication – Week#1 Journal Entry**

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Communication is one of the mainstays of Extreme programming. Not just in extreme programming but for any project to be a success communication between its team members is extremely crucial.

In XP, it plays all the more vital part as time for asking questions and getting the required answers is very less. During the first week of this project, I realized this aspect of clear and efficient communication very prominently.

One more aspect of Communication in Agile is everyone should really feel that he is the part of the team and has a responsibility of telling his status and problems he is facing to the team or the concerned person in very concise way.

Another aspect I realized is, communication doesn’t only mean e-mail communication it also involves communicating on the phone, talking face to face daily to agree on a common point within short span of time. For example, in this week our team mostly communicated face to face to save time.

Many a times project scope definition discussions, this is what I observed, tend to be vague and time consuming and also many times a consensus is not reached. This where communication in XP differs starkly from the communication in a Waterfall model. Hence, we have decided to discuss only concrete ideas whose design and definition is already thought out by the person proposing the idea.

As XP tends to be more adaptive than predictive, communication should be aimed solving the minor problems. Example instead of discussing the whole project scope, attributes and features, communication should be aimed at discussing which module should be implemented first and the design of that module so that the module can be adapted in future according to the requirements.

Communication also involves pair programming, pair programming comes in handy where the task is complex and large hence instant code reviews and criticism can be helpful. Team members should be open to pair programming.

Communication is also crucial when there is a collective ownership of a particular task. There should be thorough understanding of the deliverables, current state of the task in the iteration, what will be result of not fulfilling requirement on time. Also there should be clear communication to convey such details.

Communication is also important when you are explaining user stories and functionality of your code to your customer. During the first week of our interaction I realized that many good ideas can be missed if the person presenting the idea is not able to clearly put it forward.

Lastly, stand up meetings are very important aspect XP. Team should daily discuss the issues, progress and changes required without actually wasting the crucial project time. In our project we plan to at least meet 4 times a week, if not daily.

**References:**

<http://www.extremeprogramming.org/values.html>

<https://en.wikipedia.org/wiki/Extreme_programming>