**Feedback: Week#1 Journal Entry**

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One of the very important aspects of a development is **Frequent Feedbacks** during the development.

In Extreme Programming, Feedback is the way of determining the current state of the system. This is remarkably naive, simple approach to know what is worth, and what is not.

On the very first meeting of the project, we decided to brainstorm the ideas and then discuss individual ideas. The feedback from each team member was that each was present with his own idea, they elaborated it in details and tried to convince each of the other members to work on it. Extensive discussion will eventually result in us working on one of those ideas.

**Feedback:** Group discussions on **CRUDE** ideas can in some cases lead to unnecessary time investment on ideas.

After the discussions, the flow of the idea was evident to cook up everyone contributed to refine the idea to make it better.

**Feedback:** Adding each person's addendum to existing idea will make it better thus frequent meetings to discuss and make the **FIRM** ideas better are advised.

**Feedback:** It is always advised to devise an idea first and then decide the process of the product and not the other way around.

While discussing the ideas we came to know that juxtaposing ideas and comparing them was easy.

**Feedback:** Comparing similar aspects and eliminating the one that weighed less results in saving time.