**Feedback: Week#8 Journal Entry**

**Nachiket Joshi**

This was the last week of project development. We had set the task of completing the entire project run in these eight weeks, which has been completed. We are successful in making a working end to end prototype of our game with two players.

This has been a roller coaster ride with many difficulties. Many lessons were learnt regarding communication and delegation of work. Sometimes it becomes very hard to communicate and wait for other teammates reply and sometime we just cannot go ahead without the feedback.

The key aspects that we are going to take away from these past eight weeks is that we need a lot of improvement in the communication part. The improvement can be in any aspects such as delegating the work or transferring the knowledge or gathering the feedback.

We are confident and positive that this experience will help us constructively going forward in our future.

**Feedback on Testing:** For each newly written module, we have performed testing simultaneously and concurrently thus saving us the time and work of doing that at some later instance of time.

**Feedback on A Demo To Children/ Students:** We have contacted some of our friends from different branch to come and play our game to get some feedback on improvements and we will try improving with regards of these suggestions if the time permits.

**Feedback On Wrap Up Tasks:** Now the documentation and other very important wrap up tasks are remaining. We have already divided these tasks and will start working as soon as possible.

**Feedback On Sprint Burndown Approach:** Burndown charts in SCRUM have been updted to represented this last week's work.