**Feedback: Week#2 Journal Entry**

**Nachiket Joshi**

As the group has shown progress with deciding the game and finalizing idea, the feedback in this stage is more inclined towards work than discussions over ideas. Some of the important aspects that need to be elaborated can be as follows,

**Feedback on Tackling the Hindrances:** Sometimes it is hard to decide the progression of the idea when we are forced to hit an impasse. This can be because of lack of knowledge on subject or too many doubts that arise as the idea is developed to further steps from its inception. To tackle this, we chipped in our feedbacks on how to proceed as we go from discussing on raw ideas to refining on our game aspect.

**Feedback on Communication:** Feedback and communication are closely related to each other. A Feedback can only be utilized if the team employs proper communication. We have achieved this by arranging frequent meetings. Using emailing and messaging clients to communicate any idea or appends that we suggest to implement.

**Feedback on Testing:** As we are currently in initial development stage, we are also discussing about the unit tests their expected outputs and the expected feedback from our range of users. This will be useful when we run these tests and check the result against our feedbacks.