|  |  |  |
| --- | --- | --- |
| **XP Core Values** | **Team Member** | **Week #1** |
| Simplicity | Sindhuja | We are keeping the requirements constrained and simple. We have selected the simplest possible tools and engine for our game. We intend to use C# programming language and Unity 3D game engine which is easy to use. We are documenting and updating of each member’s work to make sure every member is on track. |
| Communication | Akshatha | I had organized 3 meeting in this week. All team member were given opportunity to discuss their ideas and problems. Daily one hour communication regarding project was done through “whatsapp” group channel. Follow up was done to each team member to update their part of work to Github repository. |
| Feedback | Kalpana | I took feedback about designing of game and there were many views about character and actors of system. It was quite interactive as everyone of us had some character and different features in their mind. We have decided to add features that we all have agreed upon. We have taken the reviews about the pattern that each of us are going to implement in game. |
| Respect | Vaibhavi | We had team meetings through the week, and with the consent and suggestions of everyone on the team we decided on making a game for the final submission. Everyone’s inputs for the feature of the game were respected, thought through and put forward for implementation. It thus helped us adding some good features into the project. |
| Courage | Kamlendra | In first sprint I encouraged team members to come up with new tasks for the coming week and share the real progress about the existing tasks. The existing tasks are on track and new tasks has been assigned in order to complete tasks on time. I discussed with each team members to let other members know about the possible failure areas, so that we can explore other possibilities if required. |

XP values: