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| **XP Core Values** | **Team Member** | **Week #3** |
| Simplicity | Sindhuja | Our top most priority is to make the code work. The next thing is to keep the code easy to understand, and ensure that it expresses each and every bit of our idea clearly and precisely. Therefore, we are trying to keep as minimal number of classes and methods as possible. |
| Communication | Akshatha | I had organized Daily meeting of 2hr in this third Sprint. All team member collaborated with each other to discuss their ideas and problems. Communication regarding project was done through “Slack” group channel. Follow up was done to each team member to update their part of work to Github repository and regarding the current status of their work. |
| Feedback | Kalpana | Third week of sprint has been spend working on UI implementation and Unity coding. Team has done good progress. There are several things on which team has given reviews and based on that many characters and actors of Game have been decided. Everyone in team been working in paired way. We are continuously taking reviews from peers. |
| Respect | Vaibhavi | In the previous sprint we finished discussing and designing the RoboRunner. I made sure everyone contributed and everyone’s ideas were considered for implementation. I made sure features that everyone suggested were maintained in a log sheet and incorporate them into project at the right time of the development phase |
| Courage | Kamlendra | As we started the implementation in previous sprint, there were many road blocks as the implementation language we have used is C Sharpe which was not known to any of us. I encouraged all my team members to go ahead take up the online tutorials to get comfortable. I also encouraged them to stick to the timelines and inform the other team members in case there is a technical difficulty. |

XP values: