**Week #4 Journal**

<https://github.com/akshatha0005/CMPE202_TeamProject>

<https://waffle.io/akshatha0005/CMPE202_TeamProject>

Week 4 Journal

This week we continued with implementation of game. Tasks were equally distributed among each team members. The tasks that are being concluded include complete the implementation of all scripts, write test cases, running tests, and start documentation.

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| **XP Core Values** | **Team Member** | **Week #3** |
| Simplicity | Sindhuja | We are developing code with appropriate names for methods /variables and with least possible number of classes and methods so that it contains no duplications. We are using test cases to test our code and ensure that it works fine. We are also making sure that it runs all the tests. Also, even though our code works fine and is easy to understand, we are still striving to consider maintainability. |
| Communication | Akshatha | In Fourth Sprint I had organized daily standup meetings of 1 hour to check progress. Apart from this Slack channel was active throughout the week for convenient collaboration among group members. So far we have done initial phase of Integration. Also communication was made to update Github repository with their respective works |
| Feedback | Kalpana | In Week four, team continued with coding part also we started integration with other modules. We tested combined modules during integration and team did great job last week. Team also had much needed face to face communication for extra features that can be included in game and how to progress ahead with new features. This was appreciative effort. |
| Respect | Vaibhavi | This week was about continuing the coding as per the schedule decided in the initial meetings. I made sure that each one contributed to the final outcome it’s look and feel. Also I made sure that we were following the log and incorporating the items each team member jotted down in the earlier sprints. I also made sure that the suggestions coming from each team member for the peers were heeded towards the improvement of the project. |
| Courage | Kamlendra | We faced a lot of challenges during the implementation phase. We got stuck at many points and lost hope sometimes. I constantly encouraged my team members to discuss problems openly so that together we can come up with alternatives and solutions. I constantly encouraged them if there is any problem while meeting deadline, they should always inform other team members so that we can rebalance the work load. |

XP values:

* We are aiming for final release of game.

**Team 6**

Akshatha Madapura Anantharamu

Kamlendra Singh Chauhan

Sindhuja Narra

Vaibhavi Jha

Kalpana Jagdish Tripathi