

## **Journal Entry for Courage(XP values) by Mohamed Shafi Dayatar**

Courage - what should I say about it. I am out of words when I talk about courage, as my vocabulary is not that great. Our team has been following everything as expected. Everyone questions when in doubt and everyone does give a proper explanation/reasons for the every questioned ask. Asking questions for seeking right answers is only because of Courage. Also giving right answers for a question asked, will only appear when you have thorough knowledge of the subject, with knowledge you definitely get a courage to speak and argue.

This week we have talked about on the design patterns which we could use in our project. We did debate on which design patterns are suited on which are not. This discussion went on for couple of hours. Not only that we had to come up with concrete reason to use a particular design patterns. For now we have concluded that this patterns are useful in our game:

- Composite
- Factory
- Chain of Responsibility
- Strategy
- Iterator

This were discussed in our sprint planning meeting which happens on every saturday before class around 11:00 am to 12:00 pm. We had this meeting in library in room no 834. Although we did plan it to complete in one hour, but as discussion was so rigorous we had to extend this meeting after class and lasted till 5:00 pm from 3:30 pm.

While from sprint review meetings everything seems to be working on schedule. Not only about review, this week we also held our 1st sprint retrospective meeting which lasted for one hour. In this meeting we discussed about things which went wrong and which did go wrong. For every wrong things we noted it down on file and will make sure that this won't happen in future again.