**Journal for simplicity by Amit Pandey**

For the 2nd part of the project, XP values are playing very important role within the team. Simplicity as my XP value has been successfully implemented on the 1st part of the project. By sticking with the XP values and strictly implementing it into the next phase of the project we are smoothly moving toward the project goal.

For the 2nd phase of the project, as part of simplicity,

1. We focused only on what was required. Calculation of minimum path to check whether the player has won or not has been done in a simple way. Complexity has been removed where it was possible.
2. Basic code structure has been made and requirement has been cleared. We are working with the requirements given and not bothering about extra things.
3. Every team member has been given user stories to complete for the first sprint, he is only required to complete the user story he has taken for the first sprint and get it completed by the sprint end date.
4. We have fixed task to do for every sprint and will bring some shippable product at the end of ever sprint.
5. Contracts between the other members have been defined so that ever member design his/her code accordingly and no individual should face any kind of coding difficulty due to other’s module code. Basically we don’t want extra work to be done which is not required.
6. We are integrating our code on daily basis so that we are not stuck with the code integration at the end when everybody has completed his/her code.
7. 15 mins meeting has been set up on daily basis, so that everybody can give his/her output for the day and can get doubts clear on project if there is any one.

Simple things work better than complicated things, making things working at every sprint we are making sure that our code does not create any integration problem at the end. keeping this in mind we are moving with our project meetups and eliminating things which are not required.