**Journal Entry by Anudeep Rentala - Feedback**

I have selected Feedback as an extreme programming value for our project and will keep a record of this value throughout the project for our team.

* Post midterm our focus on the project was back on again and we started incorporating Scrum practices to our processes this week
* We met post class to discuss the game implementation and created user stories. Everyone was contributing to it and each user story would go through a continuous feedback cycle and I was glad to see everyone contributing to it
* We added several user stories to our task board and scheduled user stories for the sprint. Each of us picked up what we wanted to work on and divided them into further user stories to keep better track of our progress.
* We also formalized our definition of “done”. Our take was that each user story’s implementation would be reviewed by at least two other developers before being moved to “Done”. By doing so we were sticking to the extreme programming principle, feedback.
* Several processes were discussed and everyone contributed and provided feedback to the several process that we had discussed to implement as part of our transition to Scrum methodology.
* We also planned to do 1 week sprints so we have short continuous cycles of development that encouraged early and frequent feedback

Overall, it was a productive week. Personally, I picked up the user story to implement krusta Throughout, we followed the core values of extreme programming and our processes are becoming more streamlined. Our code commits are more frequent, code integrations are smoother and with the introduction of scrum processes our overall structure and processes are more well defined.