**Journal for simplicity by Amit Pandey**

XP values have placed a great role in maintaining the continuous growth of the project. By following the XP values within the team we are moving toward our goal in a very smooth way.

As part of simplicity ,

1. We have focused on development of the project as per the requirement. We had fixed our requirement in the beginning of the sprint and have only worked on the user stories that was part of the sprint and did not worried about other user stories.
2. We have divided the entire task in 4 sprint and user stories to be completed have been divided among these sprint as per the priority and choice of the development team.
3. For sprint 1 we focused on level 1 of the game creation and tied to make things simple so that we can produce some shippable product at the end of the sprint.
4. We have fixed task to do for every sprint and will bring some shippable product at the end of ever sprint.
5. Integration of the project is done at the end of every sprint and contracts between the team members has been defined, so that no extra work is created due to each other module dependency.
6. Short meeting of 15 mins have been set up on daily basis, each team member explains what he has done and what he will be doing in this meeting.
7. Making thing simple with the project has increased the efficiency of the team mate and also has increased the momentum of the project.
8. Every team member is finding it easy to work in small task and integrating it, rather than taking a big task at once and stuck with it.