**Journal for simplicity by Amit Pandey**

Simplicity as an XP values have placed a great role in maintaining the continuous growth of the project. Simplifying things within the team, makes project accomplishment possible on time and as per the client requirement.

As part of simplicity what we have done,

1. Task within the sprint has been divided as per the requirement of the project. We have decided sprint as per the current requirement of the project without considering the future requirement.
2. Integration of the project is being done on weekly basis so that we are not stuck with huge code to integrate at the end of the project.
3. For sprint 3, we focused on multilevel 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. Working hours has been marked on burn down chart and everybody is focused on his working hours. This is making things simplified and helping us to complete the project module without any difficulties.
5. Daily 15 minutes meeting is done in which every team members defines what is has done yesterday, what he will be doing next day.
6. 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.

As part of simplicity what we will be doing,

1. We would be developing multiplayer game in coming sprint.
2. Peer coding and code review is to be implemented within the team and which would help to simply code dependency within the team members and coding standard is followed.
3. We would be implementing design pattern within our could in coming sprint .