**Journal Entry by Navneet Jain-Communication**

XP value Communication says “*Everyone is part of the team and we communicate face to face daily. We will work together on everything from requirements to code. We will create the best solution to our problem that we can together*”.

I have chosen this activity for the project and will make sure that within my team we have a good communication platform for all the members. After five weeks of the project, I can see a lot of change in my team. They are interacting more and everybody is willing to share his/her ideas during the team meetings.

During the eighth week of the project, I made sure that everyone in the team is well communicated with each other and below are the following steps which we took as a team to fulfill that.

1. First team meeting for this week happened on Tuesday and as always I booked room in the library for the meeting.
2. This first meeting was for 2 hours and we decided the sprint backlog which we need to deliver for the second week.
3. Basically this week we tried to integrate the code developed by all the team members and implemented the client server model to support the multiplayer game requirement.
4. Once everything was setup, then the team was asked work on their respective backlogs items and each of the team members are given some task.
5. Every week we do daily scrum over the conference call and for sprint review we had a meeting on Saturday.
6. During this meeting everybody explained the backlog which he/she had fixed and then review was done.
7. Everybody reviewed the backlogs which has been fixed in this sprint and we discussed little bit on the next sprint.
8. By this I am trying to create a platform for everyone in the team to communicate with each other and thus find a better solution to the problems.

From now onwards, firstly I would like to continue most of the things which we followed last week and in addition to that there are few steps which I am planning to take for improving the communication within the team. The steps are as under: -

1. I will make sure that in my team there are various communication channels open and everybody is free to talk.
2. Any team member having some problems should try to speak out in the team meetings and hence we will be able to solve that.
3. Everybody is given equal time in meetings and everybody uses that platform to communicate his/her ideas and problems if any.

From individual point of view, I have learned restlet model in this week and trying to implement the same in our game code. I implemented the server code using the state machine design pattern.