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Team Project1 GitHub link: https://github.com/hirparikh/Team-Project-1

XP values followed are Simplicity and Eliminate Waste:

**Simplicity:**

Agenda followed during this week:

- Update anything that we as a team create over GitHub to keep track of progress  
- chart out basic functions and complex states of each element to consider  
- Check whether proposed functions are feasible or not to include in the first deliverable  
- divide tasks into smaller tasks to complete

- version 1 of the UML diagrams are created , to get better idea about system   
- next versions of the perfect diagrams will be merged later  
  
Agenda to follow pertaining to Simplicity in the upcoming weeks:

- keep the basic functionality and flow, of the project such that it is testable, understandable and Explainable

- Define and document smallest of the task in such a way that It becomes easy to understand and follow for any third person  
  
**Eliminate waste:**Agenda followed during this week:  
- We discussed the flow of the game and elements and features involved during that flow

- Complex features was discarded for the first deliverables

- Maintained simple instructions and data flow to reduce clutter and confusionsAgenda to follow pertaining to this point in the upcoming weeks:  
- To ensure that we are not adding a feature or development task that is remotely related to the objective or no more required  
- To make sure that we does not spend time after unnecessary features or meetings  
- To make sure we don’t set unrealistic goals