Name: Hiral Parikh

SJSU ID: 011503518

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

Work done:

* Instruction module added
* Sound tracks added to the game
* Use case diagram created for the first use case - version 1
* Corresponding Use Case Specification - version 1
* Corresponding activity diagram –version 1

XP values followed are Simplicity and Eliminate Waste:

**Simplicity:**

Agenda followed during this week:

- As planned, we first focused on creating the implementation first

- After the basic framework starts working, we planned for the extra features to add like sound and fashioned images

- Github and waffle was updated as when the task gets complete

- burn down chart was updated as and when the task gets complete

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:  
- Unnecessary distraction from the UI were eliminated like two sound pertaining to the same world

- For the first version – simplest version was picked for the Use Case Specification

Agenda 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