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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:  
- Point out the basic functions and complex functions for each of the Game Theme discussed.  
- Discuss about the feasibility of the stipulated feature development of the game, considering the expected time frame of the project, for each proposed idea  
- Set a rough idea about smaller project tasks and see whether it is testable and easy to navigate, for each proposed theme  
  
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:  
- As we went on to discuss the objective and develop the Game Theme, for each of the 2 activity topic – Minimal Spanning Tree and Binary Search, we did make sure that we are not straying away from the basic goal of – making kids learn the activity and funda behind these algorithms through the game

- Complex ideas that shadows the strategy of the game were discarded as we have a goal of teaching kids through game

- Kept an extremely simple interface to expose the algorithm -Minimal Spanning Tree

- Discarded the ideas that were irrelevant and involved multiple computer science concepts  
- Decided a Game Theme in such a way that it focuses on the graph and visually aids the understanding to eliminate chaosAgenda 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