Name: Hiral Parikh

SJSU ID: 011503518

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

Work done:

* The dependency on the code created until now were discussed and cleared
* As and when the multiplayer idea gets cleared, we will update the UML diagrams
* Planned agenda related to design and coding phase for the next week

XP values followed are Simplicity and Eliminate Waste:

**Simplicity:**

Agenda followed during this week:

- Update everyone’s task over GitHub, keep the team updated  
- Classify activity for single player and exclude multiplayer to keep the simple version first

- Code for simple interface. Exclude making the code versatile in the first testing

- Add scalability and modularity of interface for the next version

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:  
- Discuss the class and the method to call them

- Eliminated the flexibility of certain parameter for testing purpose

- First objective was to make the code work and classes for entity work, then making it flexible.

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