**XP value: Feedback**

**Week#2:**

* This week we focused more on deciding the activity from CS Unplugged and also a rough idea of the game.
* We shared our ideas on Github so that everyone could give their feedbacks on the idea.
* Made sure that team members check ideas other than theirs and give their opinion on the idea. All of them actively participated in this activity, expressing their thoughts either via informal communication means or on Github.
* Also a team meeting was conducted to finalize on the CS Unplugged activity which went smoothly where members responded positively about the feasibility of an idea in discussion. I made sure that everyone speaks out their thoughts so that we can check the feasibility of the idea with respect to implementation and time.
* I also suggested to the team that, whenever we finalize on an idea, we should take the feedback of the professor so that we come to know of any changes at an early stage. This will not only save our time working from on something that is undesirable but also guide us in the right direction.