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As I chose XP value feedback for this project development. We followed well through the course of week. In our to build a firm model. We all met and discussed on the various algorithms that we are going to employ at different levels of the project.

Though discussions, we came to finalize the approach to write all the algorithms for each level. We have each done individual level of scrutiny in finding out the best tool and API to be used for this project. I went through, Greeentfoot in little more depth, Unity3D for game development and have found that . We then talked about various other technology that we can employ like swings and AWT. My own opinion about Unity3D was strong as I could easily find documentation for Unity3D(I will be sharing my findings in another document.)

In our project, we are planning to build Bubble Sort as the first level, and only when the player understands, he will be able to go through that level. First task, for the team this week, was to come out with the design model of the system we are going to follow and the technology aspect for the project. We already had our discussion and have so many idea on the same. Our task now is to divide the project components in a way that we all get to learn and deliver a quality and timely project this week.

As the value that I chose is feedback, my job is to make sure that we listen to each member in the team for all team decisions. And, consensus about anything is reached only when all the members are in agreement. In the Following week, we are planning to schedule the project's technology and model the entire system, stepwise.