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In the first week, we have already decided on the Project Idea, which we will talk about in the journal. The main idea of the project revolves around the need of making non-technical people understand the algorithms which appear inscrutable to them. There are several tools available today that teach even kids to program in any programming language. Our idea will help in refining their understanding of how sort operations can be performed inside a computer.

After several discussions phases, we were able to finalize the project idea based on the premises that non- computer science people can't relate to some simple algorithms we use in computer science. We discussed many other projects in this regard, but this one we all found most suitable. In this we are planning to make people understand (by people I mean people with non technical background) mainly five sorting algorithms, followed by a short quiz to make sure they understand the process. Each algorithm will be designed as a game which also shows one level each with increasing difficulty.

The value that I chose for this project is *feedback*. Basically, in all the stories I will pick, every week the team will sit and suggest if the deliverable needs any change. In our first week we had brainstorming sessions to come out with this idea. This will save us from last moment rush and will make sure that our project stays adaptive.

We have created our common repository on github (<https://github.com/nd6023/202Project>) and corresponding links on waffle board, and Kanban to track project status.