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XP Value: Courage

Taking forward the course of project development, I continue to follow the XP value I took up 'Courage'. It is of tremendous importance for a team to acknowledge the pitfalls in their design and work on improving them. I am glad that we able quite able to come up with suggestions for implementations when we are doing peer review. And everyone in the team is responsible to the suggestions given.

Along with developing the REST API's for the display of high score in our game development. This week I developed the start screen in our project which reflects on Component view design pattern. Where multiple components in our screen are make of one parent and multiple children components that fill up the screen .

Basically, I have divided the components as header, footer, left, right and body. The idea is to make the screen flexible so that it be changed by replacing the components as needed with time.

We also decided on the File system database for the first level score keeping in our game. As initially we will not have huge players base. We have to just allow single write access at one time to allow users to get consistent report. Reads can be done as and when needed.

Also, the setting up of the rest api and hosting of the files on the cloud as we already have decided on using the amazon cloud (EC2) instance for providing an interruptible service. After we are done coding our service logic we will further it by deploying the entire setup on Amazon EC2 instance.

I am sure that besides solving the problems in our design and development we are able to learn many other qualities that we should have as a responsible team member, i.e. working in a group.