

Navdeep Dahiya  
010813010

As we decided we to work on different aspects of the project individually and then merge everyone's feature in the last week to complete our project, everyone is making sure to collaborate well to achieve this common goal. My core XP value is Courage for this project. It takes lots of courage to pick up such a critical aspect, which is totally new, for the project and take it through.

One of the most important aspect of the game is to be able to keep track of high scores and user progress. To implement this we have decided to make a rest API which will be hosted on cloud, Amazon Web Service instance. Even as a part of our curriculum we have to build restlet services and deploy them on docker container. I am going to follow the same and for local testing I will use docker and then eventually we will deploy it on the AWS cloud instance.

If some is struck and asking for help really needs courage as a part of such development projects especially when you have crunch of time. To avoid such things, in our team, we make sure to discuss about all the kind of issues that we might face and solve things as quickly as possible. That is one of the key feature of an efficient team.

For instance, For keeping the user scores we initially thought of persisting it in some database. But then if we want to make our game available to the population at large then it will not be a scalable solution so we decided to create a service on top of it and accessing it via the service anywhere.

We still make sure to be as transparent with each other as much possible in terms of progress and obstacles each one of us is facing. Without proper communication within a team, no one can show courage for discussing their issues and obstacles.