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XP Value - feedback

Continuing on the project this week I along with Kalyani are working on Creating the jeopardy round for the game. We started creating the design last week itself, taking it forward we have written core classes for our project. Reflecting on my value of feedback, we ran a round of peer review and I incorporated the changes suggested by the team.

In our Jeopardy round we have our players play the game until they do it correct. This enable our players to understand the core idea behind the particular algorithm. We also have started working on the rest API to eventually maintain the highest score based on the least time which is needed and correctness of the attempts. As a part of jeopardy round, I will be presenting random quiz for the user and we maintain a collection which keeps the many correct answers and the wrong answers attempted.

It will not let the user go to the next level until he is able to get all the question correct for the first round. As my core value is feedback we have these rounds of discussions every week, which is the team to look back at our journey as a team and suggest changes for the upcoming course of action.

Me and Kalyani are collaborating to work on this aspect together. We are discussing design together amongst us first and team members then. Through constant feedback we hope to create a project which has the capability to stand out where we need a platform for those who do not have much understanding of computer systems.