XP values simplicity:

We spent almost 2 hours on designing the game and that’s because we all agreed upon developing the game exactly as the design says. We agreed to keep the design simple as possible by not adding the functionality ‘before it is scheduled’ to avoid the unnecessary coding for additional functionality which is not mandatory to meet the objective of the game.

In this way we could enforce the simplicity to our project.

For designing the game team came with multiple ideas. We documented ideas from each team member and evaluated the all ideas during team meeting. We selectively adopted ideas which are enough to satisfy the goal of the game. This was done to ensure that we only code for what is in the design and we do not deviate on the adding extra feature to the game.

Team enforced simplicity by creating the backlogs for each team member. Every team member has access to modify and update the backlogs. But here we decided that we will only update the backlog sheet when all the members are present in order to avoid the miscommunications. In the first meeting we decided which part of the XP core values each member is going to take and updated the backlog sheet accordingly by proper communication. By this we understood that better communication leads to simplicity.

We decided that the game will be on cryptographic protocols. And the game will teach student about different cryptographic protocols. We set small and simple steps to reach the goal and reduce the chances of failures as they happen.