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***XP Core Value – Feedback***

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The group decided make a game loosely based on a the QuizUp App. The game will contain icons which map to different topics in computer science. Each topic will contain questions to be answered by the player. This will be a multi-player game with a timer, so that two players compete with each other by simultaneously competing with the computer. Questions and answers will be stored on a cloud-based database.

This was the second iterative feedback loop in the project’s design process. The final game idea was the result of several discussions. The group analyzed the schedule and effort required for different ideas, and decided this was the best idea for developing in the time frame. Focusing on feedback allowed this assessment to be completed early in the design process before any work had been started. This falls in line with the Agile principle of maximizing the work not done. In addition, we collaborated using Waffle.io to start getting the backlog in order for the different parts of the project. This allowed for people to assigned themselves in a collaborative fashion.

As a group, we will continue to utilize feedback iterations to improve our design process and the resultant game. The next main feedback loop will be regarding mock-ups for the UI design and development of detailed backlog items. Within the main discussion, there will be feedback loops on small points within design and backlog items, so that the principle of feedback will be applied at many levels before a decision is finalize on or development is continued.