Feedback is used in XP to ensure that team talks about the project and adapts the processes depending on the changes needed. It can be about the pace of the project or features that can be added to make it better.

My responsibility is to ensure feedback in the project by ensuring that the development goes as per the plan and the team fulfils their commitment of delivering a working prototype every time it is due. So, I will ensure there is continuous feedback to make the game as appealing as possible.

**Week 1**

Since this was the first week of the project, we have explored different gaming engines, had ice-breaker sessions to know more about each other and how each one of us can contribute the best to this project. Each one of us has to come up with their feedback on various gaming engines and their learnings.

**Week 2**

In this week, we are now comfortable with discussing our problems and tasks on WhatsApp. We have divided the action modules amongst us and at the end of week, we hope to finish most of our tasks. Also, initially after researching more about various engines and based on the feedback I and other members gave to the team, we finally decided to make Greenfoot as our final game development tool.

**Week 3**

This was a tough week in the sense we had to decide between going through project's flow or adapting patterns. Basically, we are following structural approach here so that we do not have to change later. We are trying to incorporate design patterns in our code by taking feedback from all the members on where we can use them and the purpose it would serve.

**Week 4**

This week was a bit slow as each member was working on the actors and their movements within the game and the powers each enemy could have. Each member provided feedback on each other’s thoughts before we actually implemented them and integrated various actors within the world class.

**Week 5**

We identified various design patterns which can be suitable for game and can make maintainability easier in case we want to add more features to game. Based on my personal feedback and feedback from my friends who played the basic version of the game, we tried to make the game more advanced by adding features and the roles.

**Week 6**

This being the last week and we were a bit behind on schedule which meant that the team had to stick together to complete the game on time. The XP value of each team member played an important role towards the progress of project. My value being feedback, I would like to give a feedback that everyone took the responsibility of project throughout the duration of the project.