Feedback

The value of Extreme Programming (XP) that I am advocating is Feedback. The points that I focused on this week are:

- I took the feedback from other team members about the design pattern that they are studying for developing the game development.
- Some of the members of the team had queries regarding the design patterns that they were going through. Accordingly we had a meeting about the problems faced by the team members and solved the problem.
- I took the feedback from one of team member about the graphical user interface of the game. While launching the application some of the scenes from the boilerplate were not getting initialized.
- Some of the team members were facing problem installing the boilerplate on which further game has to be developed. I took the feedback from them and discussed the issue and tried to solve the problem.
- I took the feedback from other team members about the platform to be used for the game development and also on which platform the game should be able to run. Team had some different opinions about the platform. We had a team meeting in which the problem was discussed and a solution was found.
- I took feedback from one of the team member about the usage of decorator pattern to be used in the game development. He was a bit speculative about where to use it. We solved the problem by discussion.