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Design pattern : Decorator

XP value : simplicity

Waffle.io link : <https://waffle.io/pratiksanglikar/CMPE-202-Team-1>

GitHub Repository link : <https://github.com/pratiksanglikar/CMPE-202-Team-1>

Github profile link : <https://github.com/abhaypendawle>

SIMPLICITY

The Xp value that I was advocating throughout this project was simplicity. I observed my team practicing simplicity right through the project. While designing the game we tried to make the game as simple as possible so that it is easier to understand, modify and test.

To make sure the code is easier to understand we did the following:

- Coding Conventions : We got together and decided on a common coding convention before starting programming so that later in project we won't have problems in integration. We decided how variables will be named. We decided that we will use CamelCase for naming variables.
- Comments : we decided that to decrease the cost of knowledge transfer between developers working on the same module we will provide proper comments which make code easier to read.

To make sure the code is easier to modify and test we did the following:

- We tested the code after every module was developed to make sure the feature is working as per the requirement.
- Before developing a new project, we made sure that previous feature is working properly and is tested.
- We tried to do integration testing as early as possible. We tried to do integration testing as a daily end-of-day activity, for early detection of incompatibility.

In this way we tried to practice simplicity.