**Ch Prabhu Tej Pulagam**

XP value: ***Respect***

We have cleared a good amount of backlog items in this week. We got a chance to meet a couple of times this week. During the first meeting, there was a difference of ideas as to which platform are we going to build our game on. Since our game involved drag/drop of multiple string characters, we thought of using html5 libraries which gives great support for building our game. After a good discussion involving the pros and cons of both greenfoot and html5, we decided that we would develop two versions of our game, one version in each platform. We also sorted out few issues that we come across in our greenfoot code development. We have adopted the scrum techniques from this week onwards till the completion of our project. We made a few changes to our UI design as well to use the html5 libraries to the best possible extent.

I have taken up the responsibility to manage our backlog items and to arrange the sprint schedule. We have decided to complete the majority of the sprint backlog in the coming two weeks so that we would have ample time to refactor our code and to reflect upon the improvements that we can do in our project.