WEEK 1

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| **Team Member** | **SJSU ID** | **XP Values** | **Design Pattern Used** |
| Ankil Shah | 010817703 | Respect | Decorator and/or COR |
| Bhargav Jain | 010806510 | Communication | COR |
| Bhavin Agrawal | 010827206 | Courage | Observer and/or Command |
| Saurabh Jain | 010809344 | Simplicity | State and Prototype |
| Vansh Shah | 010823761 | Feedback | Factory Method |

**Chicken Runner:**

**Abstract**: The goal of this game is to take the chicken as far as possible across the roads, grass and all obstacles without dying. There are obstacles which cause immediate death, such as trucks and cars. Furthermore, gold coins used to increase the score are scattered throughout the environment

**Tools**: Unity 3d.

**Language**: C#

XP Values

1. Simplicity:
2. Communication:
3. Courage:
4. Respect:
5. Feedback:

While deciding for the game like which game to create and on which tool or platform to build, I observed that the entire process will become simple if someone stands out there to provide regular feedbacks on what has been done, what to do next and how to improve the process. Moreover, I felt that I can be the right person to track this XP value and so I decided to advocate the feedback as my XP value.

I will take every iteration commitment seriously by making sure to deliver the working software(Project). Rather than waiting for long time to give feedback, I will make my work such that it provides very short feedback loops so that it removes all inconsistency within the project. I will make sure about every possible changes that can be done within the project and provide the feedback on any changes if needed. I will continuously talk with my team members about the project and I will make sure to adapt the process to do it successfully. I will provide proper and regular feedbacks based on the test cases so that the project does not fail at end. I will be truthful about the total estimate and the progress of the project and my work. I will ask for help from team members when I am stuck at some problem/issue

**Rapid Feedback**: Feedback on all activities will be sought as quickly as possible, resulting in good learning effects.