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**

Since the inception of the project, I and my teammates are discussing the project goal for building the game. I suggest my team to have a wide scope keeping the requirements constrained. We plan to progress towards the goal with baby steps defining small term goals which will consolidate and contribute for the final output. For our game we constructed the basic structure and chose the most applicable design for each action which is going to be performed.

Knowing the limitations for each designing pattern we selected the best possible solution. Keeping the time and technology constrain we defined the tasks and distributed the designing pattern for the game we are building. The tools selected for implementing are easy to use and interactive. In the initial phase I observed that we selected small tasks and started working on it. The technology we selected is simple and friendly to the team. The requirements are kept as low as possible maintaining low complexity. In the next week I plan to ensure that the coming tasks have low complexity which will facilitate towards achieving our goals.

1. **Communication**
2. **Courage**

This XP value is crucial as it is required at all levels. Is this project too Simple/Complex? Should I count on this? At the start of project, the main challenge I observed was to decide over the idea of the game. After considering lots of ideas, we could feel dilemma over the game complexity and applicability for the design patterns. I and my team overcame this confusion with courage to decide over “Chicken Runner” game. I did not fear anything as we are working as a team and encouraged team to go with the idea.

The second challenge was to decide patterns and assign it to individual team members. We thought of applicable patterns in the scope of the game. I encouraged team not to be afraid of complexity as team will be always present to help each other when someone is stuck.

Apart from this, in upcoming weeks, I will always adapt to changes and will try to make sure that team members also do. I will always be persistent with what I am doing. If I am persistent, the work will be done on time. Also, I will be truthful about the total estimate and the progress of the project and my work.

1. **Respect**

One of the major thing I observed is, one or more pattern can be applied to every module in the game which we have decided. So it was required to do brain storming activity through team communication and collaboration, about the design patterns which can be applied to particular module. As a part of this we need to discard some of the patterns as well as add the patterns. And in this respect comes into the picture as everyone should give and feel the respect they deserve as a valued team member.

For chicken coordinates module in our game we decided to implement command, and decorator pattern, and from that my suggestion was to implement decorator pattern. But while brain storming we found that chain of responsibility is more suitable then decorator pattern. So though it was my colleague suggestion, we decided it to keep COR pattern instead of decorator pattern because it was better solution. So by setting example I have tried to encourage respect value of XP. My role is to maintain respect of team members as and when it is applicable.

1. **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 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.