Project Summary

csci205_final_project

Project Details

Members

- Alejandro Vargas Altamirano
- Gordon Rose
- Jacob Piskadlo
- Kevin Page

Project Retrospective

What was your initial goal?

To complete a clean, well-written program that could be showcased on team members' GitHub accounts.

What did you achieve?

We were able to achieve clean code that executes a functional solitaire game with many additional features.

What went well in the project?

The team did a great job getting the work done. From sprint 2 to the beginning of sprint 3, the team fell behind on work. We were quickly able to pick up our pace and get right back on track.

What could be improved?

Pushing more frequently, too often the team would run into unnecessary merge conflicts due to working from different commits.

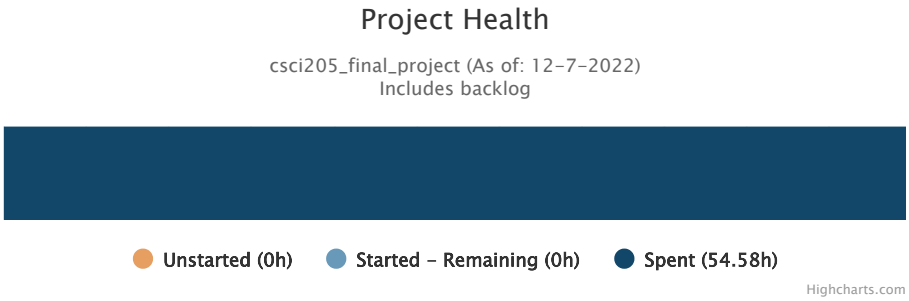
What would you change if you did the project again?

Take more time to design, the team did not realize how complex the project would be until we dove in. Better preparation in terms of UML would have been infinitely

beneficial to the coding process.

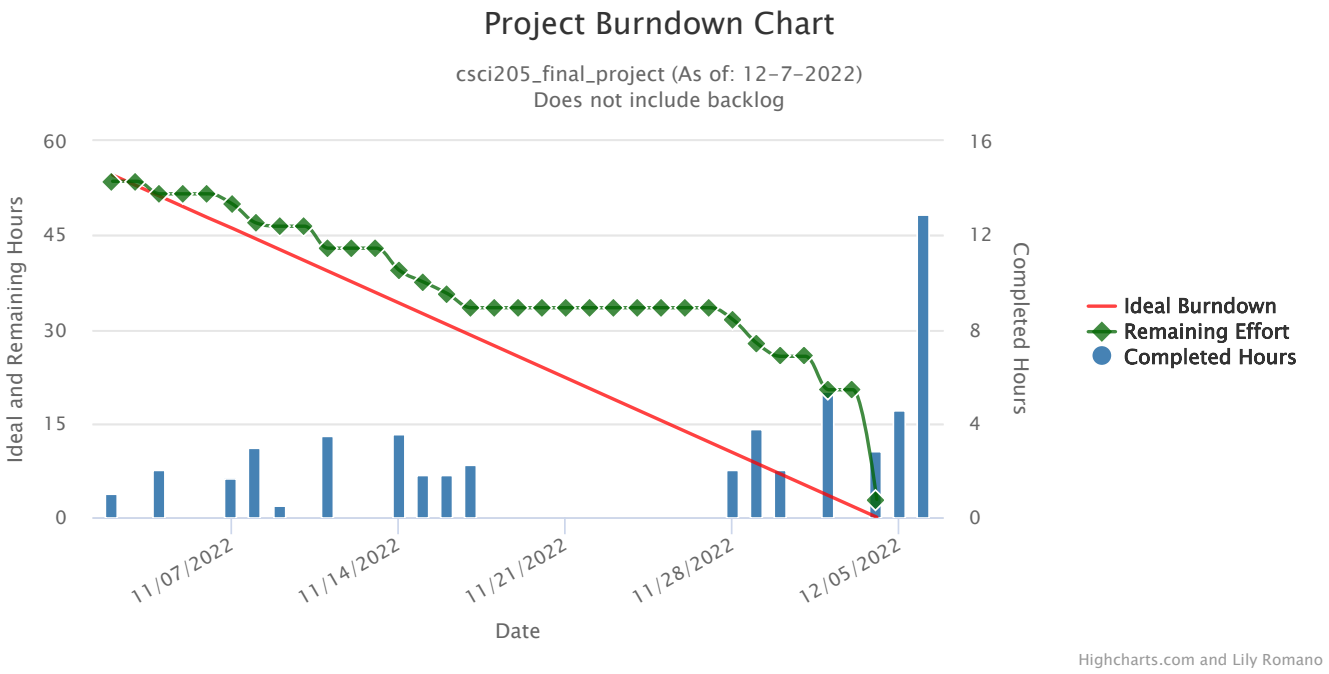
Charts

Health Bar



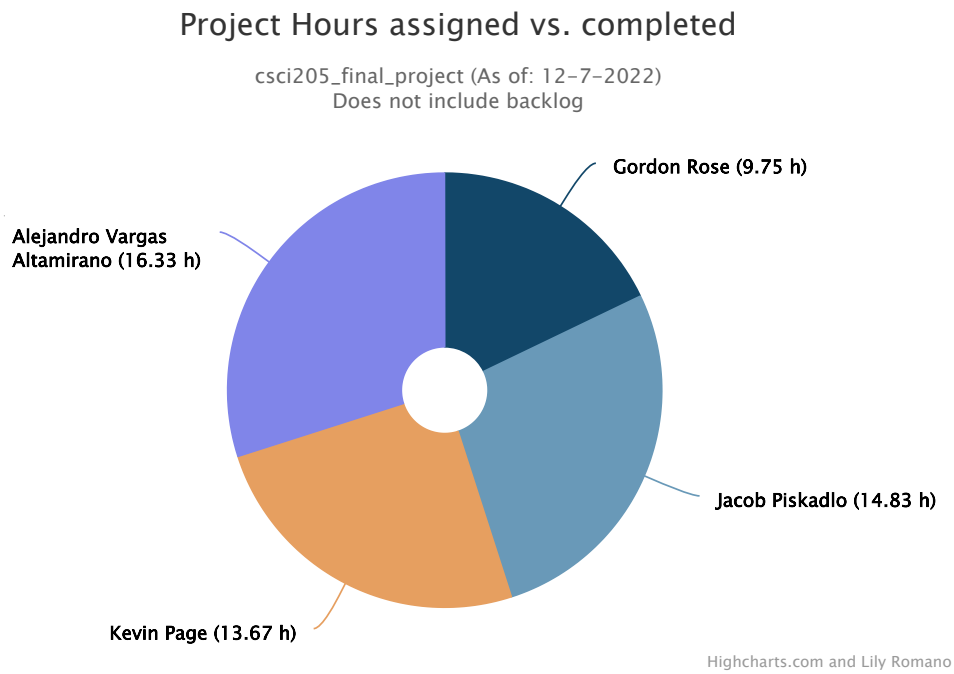
The team was able to complete all work required to get a functional program. While a bulk of the work happened in the later 2 sprints, we were able to pick up the slack and reach the finish line. If given more time, there are certainly more features the team would want to implement such as an instructions page and undo button.

Burndown Chart



During the initial sprints, the team operated well but was slightly lighter in workload compared to the ideal burndown. This difference in work becomes increasingly apparent through thanksgiving break when the team did not complete any work. Finally, the team realized the time crunch and was able to finish the complete workload in sprint 4.

Assignee Chart



The workload spread is relatively even to the point that the team is satisfied with it. Looking at the table below, it becomes apparent that the team had distinct roles in terms of designers vs. technicians. In retrospect, a balance between design and technical tasks would be a more ideal outcome.

Name	User Stories	Bugs	Tech. Tasks	Design Tasks	Spikes	Doc.
Alejandro Vargas Altamirano	0	0	12.67	0.67	0	3
Gordon Rose	0	0	4.25	2.5	0	3
Jacob Piskadlo	0	0	6	5.83	0	3
Kevin Page	0	0	10.17	2.5	0	1

Sprints

Sprint 1

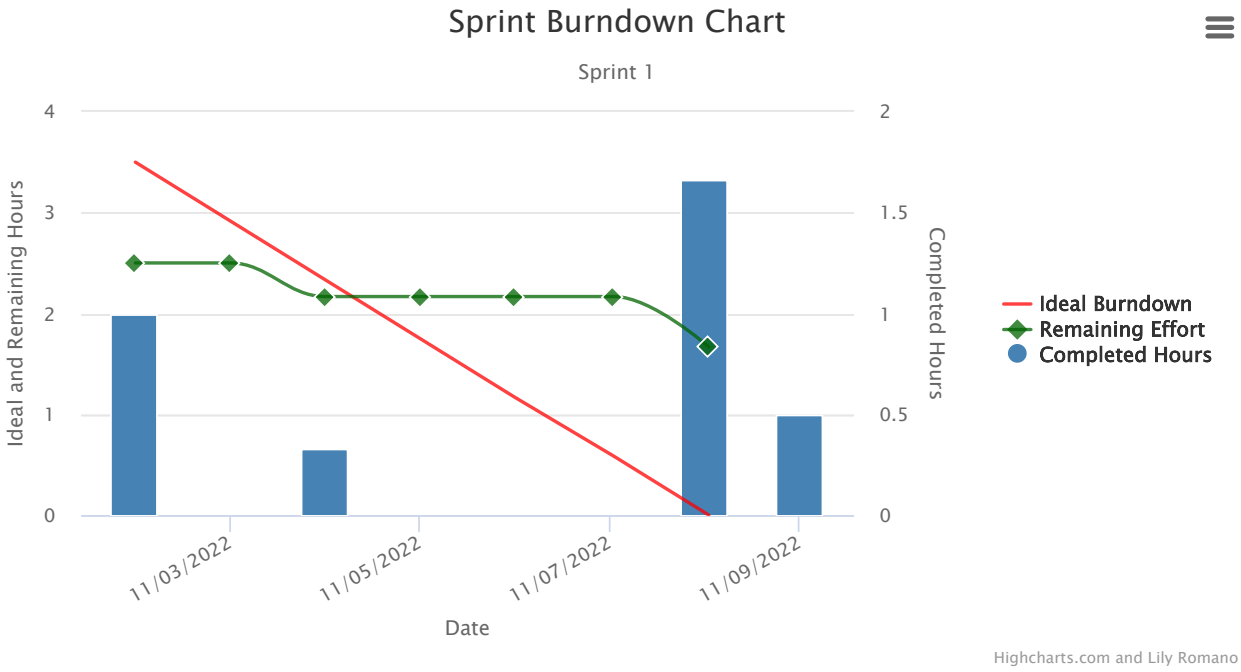
Dates:
11-2-2022 to 11-9-2022

Review:
What went well in the sprint?
Designed classes and full UML. Was able to start implementation of simple classes.

What could be improved?
More effectively pushing/sharing code such that all members can participate in code. Clearer communication about team tasks.

Are you on track? What is your plan if not?
We are currently on track

What will you improve on in the next sprint?
Start each class by discussing tasks and what will be completed before the next class/meeting.



Sprint 2

Dates:
11-9-2022 to 11-16-2022

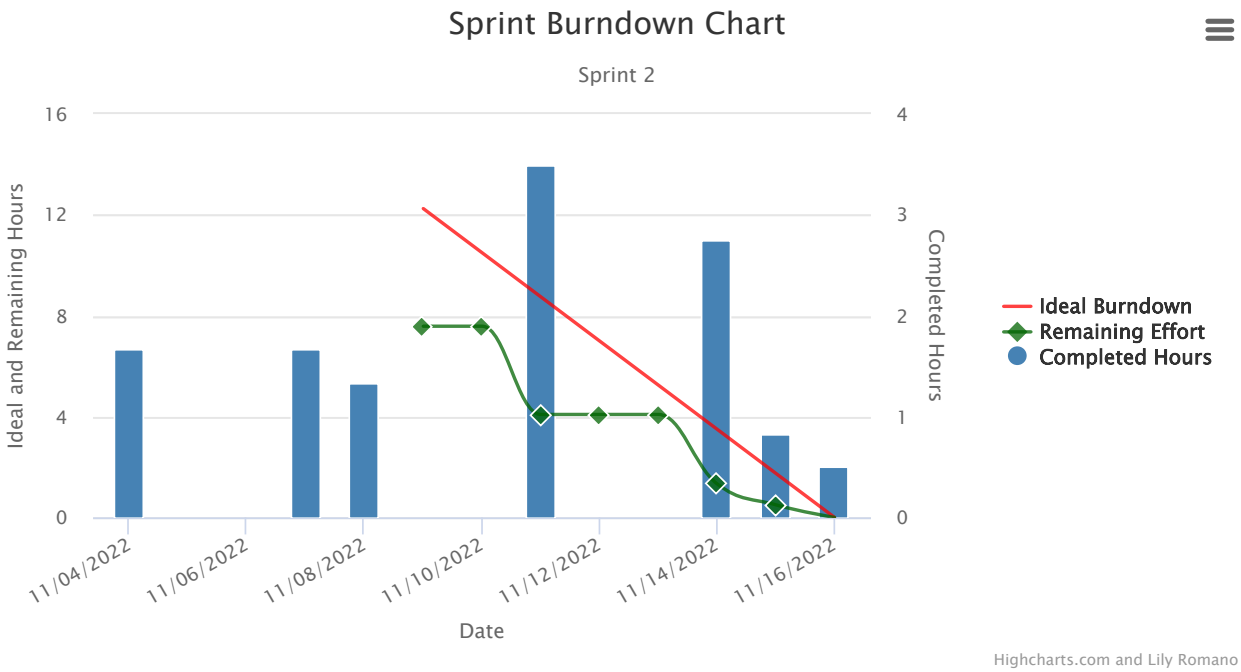
Goal:
Implement classes such that there are working solitaire objects

Review:
What went well in the sprint?
Communication was superior to the previous week

What could be improved?
Branching and handling Git conflicts

Are you on track? What is your plan if not?
We are currently on track to finish the project

What will you improve on in the next sprint?
To coordinate merges better to run into minimal conflicts. (Also no force checkouts)



Sprint 3

Dates:
11-16-2022 to 11-28-2022

Goal:
Finish the view and controller to get a working application

Review:
What went well in the sprint?
Able to effectively code the main components of our project. Good team communication

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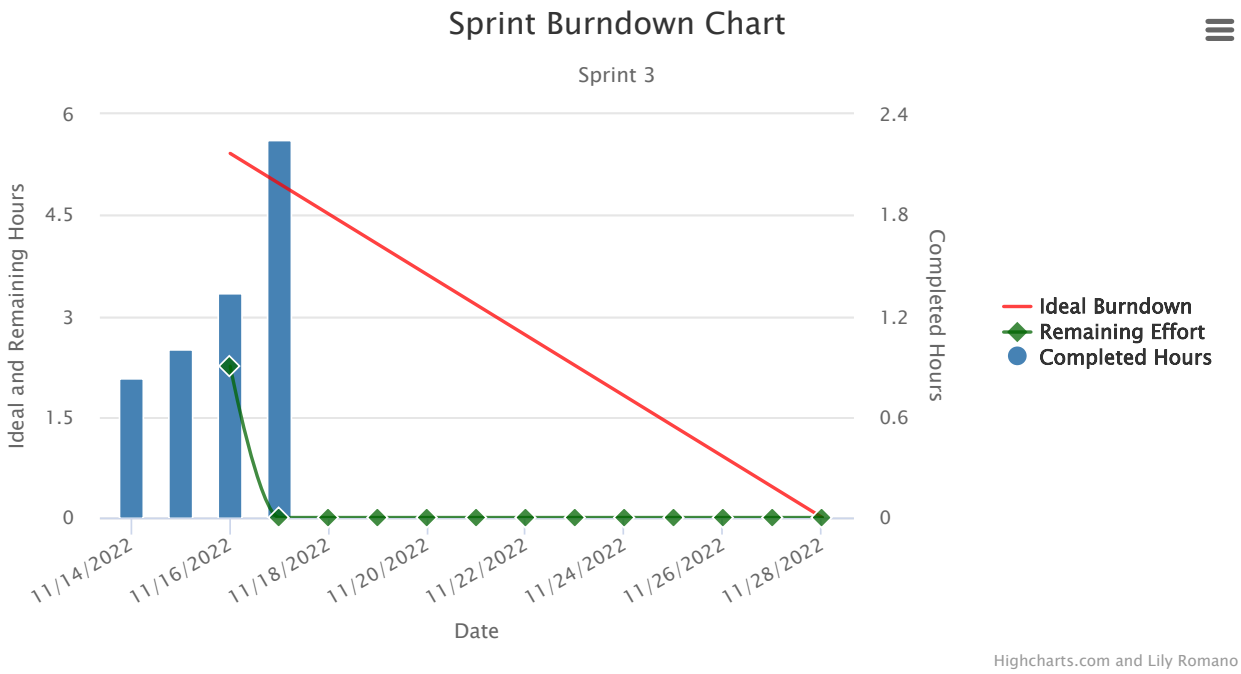
What could be improved?
The design of our project going forward, UML is a bit sloppy

Are you on track? What is your plan if not?
We are a bit behind as we have a working view but no user interaction. We plan to crunch and meet throughout the week to get this done.

What will you improve on in the next sprint?
Communicating in the sense of attendance at meetings.



Sprint 4

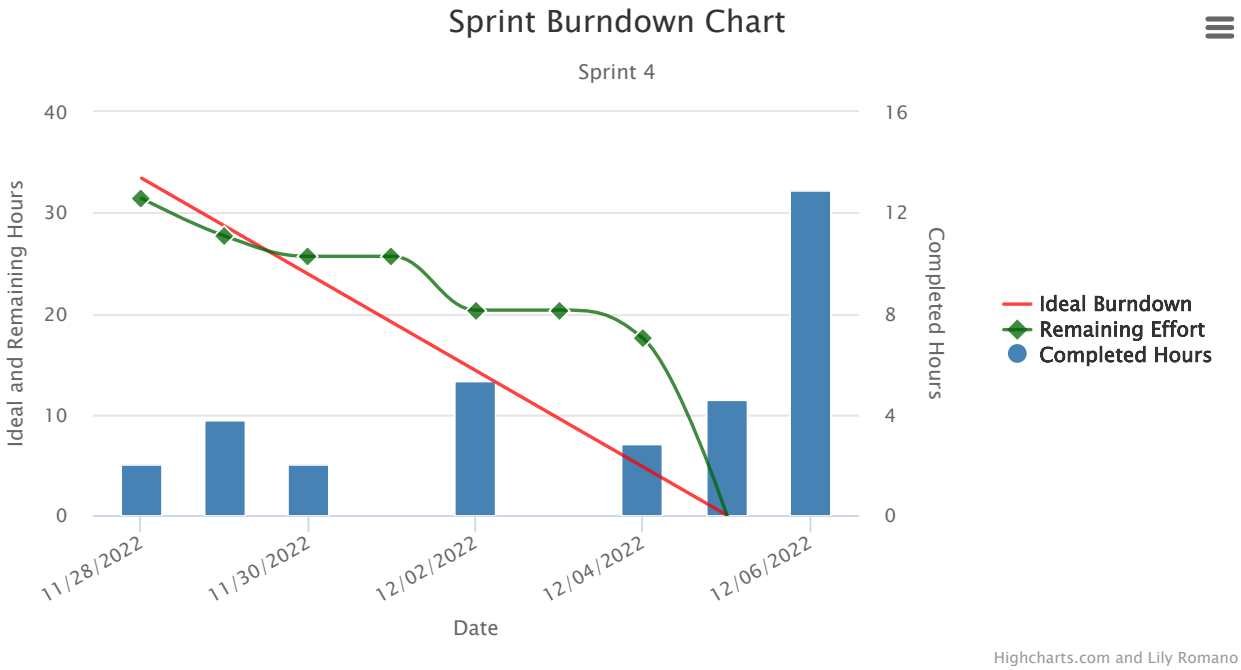
Dates:
11-28-2022 to 12-5-2022

Goal:
Finish a large portion of the project such that we can present a product

Review:
What went well in the sprint?
Excellent communication among the team. Was able to get work done in a very efficient manner.

What could be improved?
Could have spaced out the work, most of the work was completed in the second half of the sprint.

If you were to continue the project, what would you improve on in the next sprint?
Spacing out the work among the sprint, and writing clean code initially; rather than having to do heavy refactoring after the fact.



Personas

Consuelo Álvarez

Quote

"I love solitaire, but who has time to set up a big game anytime they want to play"

Narrative

I am Consuelo Alvarez my mom taught me to play solitaire when I was younger, but I do not really have the time to play anymore. I enjoy the game, but have note played in a while. If there was

Jack Harris

Quote

"Solitaire seems cool! I might play, if I can find an app, but I probably won't if there is no app"

Narrative

I have never played solitaire but of course I have heard of the game. I like to play little games on my phone or laptop when I am trying to pass the time. I think if there

a convenient app that allowed me to play solitaire without having to set up all the cards and play all at once, I think I could play more solitaire.

was a solitaire app that I could play, I would learn the rules and play while I am sitting around.

Table of Work

Search:

Showing 1 to 38 of 38 entries

Title	Type	Est.	Spent
Closed (35)		53 h, 45 m	0
Sprint 1 (5)		3 h, 30 m	3 h, 30 m
Class Design	Design Need	1 h	1 h
Create CRC Cards	Design Need	1 h	1 h
Develop High Level UML	Design Need	20 m	20 m
Find libraries needed to import for project	Design Need	30 m	30 m
Read Solitaire Rules	Design Need	40 m	40 m
Sprint 2 (10)		11 h, 25 m	11 h, 25 m
Build the View	Technical Task	30 m	30 m
Code the Model and back-end functionality	Technical Task	3 h, 25 m	3 h, 25 m
Create Card Class	Technical Task	50 m	50 m
Create Deck Class	Technical Task	50 m	50 m
Create Foundations Class	Technical Task	1 h, 30 m	1 h, 30 m
Create Pile Class	Technical Task	50 m	50 m
Create Tableau Class	Technical Task	50 m	50 m
Create Talon Class	Technical Task	50 m	50 m
Create the stock class	Technical Task	50 m	50 m
Design the View (Containers)	Design Need	1 h	1 h
Sprint 3 (7)		5 h, 25 m	0

Title	Type	Est.	Spent
Build the View	Technical Task	1 h, 30 m	1 h, 30 m
Code Controller	Technical Task	0	0
Code the FX	Technical Task	0	0
Code the Model and back-end functionality	Technical Task	1 h, 50 m	1 h, 50 m
Create Tableau Class	Technical Task	50 m	50 m
Reformat Model's UML Requirements	Design Need	30 m	30 m
Research controller functionality	Technical Task	45 m	45 m
Sprint 4 (13)		33 h, 25 m	33 h, 25 m
Add all info to README.md file	Documentation	2 h	2 h
Code Controller	Technical Task	4 h, 30 m	4 h, 30 m
Code the FX	Technical Task	3 h	3 h
Code the Main	Technical Task	40 m	40 m
Code the Model and back-end functionality	Technical Task	3 h	3 h
complete java doc	Design Need	1 h, 30 m	1 h, 30 m
Create design manual and User Manual	Documentation	6 h	6 h
Glow Functionality	Technical Task	45 m	45 m
Junit Tests	Documentation	2 h	2 h
Refactor	Design Need	2 h, 30 m	2 h, 30 m
Refactor non-MVC Classes	Technical Task	2 h, 30 m	2 h, 30 m
Refine UML	Design Need	2 h, 30 m	2 h, 30 m
VIew Bug-Fixes	Technical Task	2 h, 30 m	2 h, 30 m
Opened (3)		50 m	0
Sprint 2 (1)		50 m	50 m
Find/Create Card Files	Technical Task	50 m	50 m
Backlog (2)		0	0
Soliatire Novice wants instructions	User Story	0	0
Solitaire enthusiast wants to be able to start over	User Story	0	0

Daily Scrum

12/5/2022 Today I worked with my team on smoothing out the controller light up functionality in order to put give a demo in class. After that what is left is to work on the documentation.