

EECS 2311: Iteration 2

Project Name: MyGamingList

Group 5

Date: February 26, 2024

Names:

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Updated Plan:

Changed the priority of reacting to user reviews as low. Based on the latest interview with one of our clients. They expressed that they are not really interested in engaging with other users. All that matters to them is seeing accurate reviews from users. Therefore, we are changing the priority of this feature to low.

In terms of development tasks:

Rocco - I worked on the feature viewing popular games. This included initializing the MongoDB database with the names and ids of steam games via the Steam Web API. I created the functions that dealt with checking/adding games to our database via the Database java class. The Game POJO class in order to convert the JSON response from our database to a game object. And, the MostPlayed/PopReleases java classes to grab the most popular games via the Steam Web API. Overall, it took around 18 hours to implement and test. Compared to the estimated duration from the plan, which is 1 day. I was able to complete the task in the estimated time.

Alex - I worked on dealing with critic reviews as well as a URL to the critic review for my user story. This included using the database to access and get the critic review and the link to it. This also included working on the respective test cases for the implementation. The main files that I worked on are creating TestGame.java and working on Game.java, in addition to working on the wiki and the UML diagram. The time I spent on the user story was around 3 hours including testing while the wiki and the UML diagram took around 3 or 4 hours.

Youwei - I worked on getting the description features, dealing with how to display html content in Swing, improving the Search function, and Test cases. This included connecting to the database and getting the description of the game, modifying the GUI files to improve the displaying of the content of description and system requirements. Also I improved the Search function Rocco created by making it case in-sensitive, tested the getDescription, AddGames and GetGame function. Overall, it took me around 1 hour on the user story part, 2 hours on displaying html content and making the Search function case-insensitive, 1 hour on testing cases.

Richard - I worked primarily on the GUI framework to be used for this project; setting the layout and methods for traversing different pages. In terms of user stories, I worked on the ability for users to view any game through a search function; this task took less time than expected being only an hour or two compared to the expected day, though supporting methods and GUI aspects took ~8 hours.

Abdelrahman Merdan - I worked on User Reviews in the Game class. This included initializing the MongoDB with the total number of user reviews and the total review score per game. I created a class that allows for a game score to be updated on the database depending on a given score. I also initialized the User collection and set up the user interface for future iterations. Initially, I had implemented a UserReview class that reviewed a game and updated a stub database with the result. This helped with understanding the interaction between the User and the Game classes. I implemented test cases in order to make sure that this works. Overall, this took me around 10 hours to complete.

Mustafa - I worked on the System Requirements in the Game.java file. This includes accessing the Game class where we used a database to gather the data for each game. This includes the respective test cases in order to make sure the right sections were taken from the database. I also worked on the documentation, such as setting up the google docs, and the slides with our initial logs. For iteration 1 document, I also worked on the architectural sketch. During our meeting, I ran multiple tests in order to trouble shoot our first implementation of the json libraries and the API. Overall, I think this took about an hour to read through the database for the system requirements (using our initial API), 2 hours to create and run test cases, and a total of 4 - 5 hours for the documentation work, including the sketch.

Big User Story:

2. Rate and Comment:

As a user, I would like to be able to rate the video games I play. I would like to leave a comment on a game to explain how I feel. These comments should be shared with people who are wanting to know more about the game.

Priority - High

Cost - 4 days

Iteration 2 Detailed User Stories:

Write and View Other User Reviews

I'd like to write reviews for games, and view other user reviews.

Priority- High

Cost: 2 days

Abdelrahman Merdan

React to User Reviews

I'd like to comment and engage in civilized discussion with other users.

Priority-Low

Cost: 1 day

Account

I'd like to create an account so that I can review games and engage the community.

Priority-High

Cost: 1 day