
Circuit Collective

Lab 9
Demo Presentation for March 21st

Team Members: William Wedemire, Bryce Gill, Nathan Aguiar, Tobenna Nnaobi, Jerry Yang

Agenda for Lab 9 Meeting

For this meeting we will...

1. Present build files and scripts.
2. Demonstrate the version control system.
3. Present test for not yet developed feature.
4. Present Task Board, Burn Down Chart, and Velocity.
5. Present screenshots of our projects current state.
6. Present Unit Test Deliverables.
7. Present Iteration 2 retrospective.

Build File and Script Presentation

Github Demonstration

Feature Test Presentation

As a reminder...

Game Tag

Allow inventory controllers the ability to add tags to games

Priority: 20

Estimated Time: 3 days

Assigned: Jerry, Tobenna

Track Revenue

Allow managers to view data on sales and revenue analytics to relay to customers

Priority: 30

Estimated Time: 4 days

Assigned: Nathan, Bryce, William

Track Shipment

Allow managers to keep track of shipments.

Priority: 30

Estimated Time: 3 days

Assigned: Nathan, Bryce, William



What to expect in the next iteration...

To be completed during labs 10 and 11

Search bar recommendation list

Add functionality to the search bar to give recommendations based on the search

Priority: 30

Estimated Time: 4 days

Assigned: Nathan, Tobenna

Purchase Log

Add a purchase log so managers can manage customer purchase log

Priority: 30

Estimated Time: 3 days

Assigned: Nathan, Bryce, William

Track Shipment

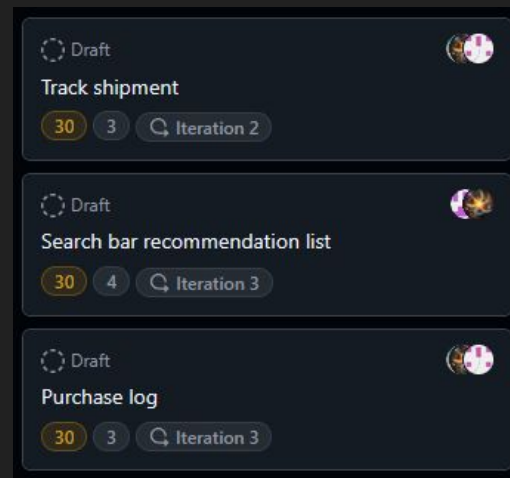
Allow managers to keep track of shipments.

Priority: 30

Estimated Time: 3 days

Assigned: Nathan, Bryce, William

← Proposition to move this to iteration 3 instead of 2



Any desired changes for iteration 3?

Search Bar Recommendation List

Purchase Log

Track Shipments

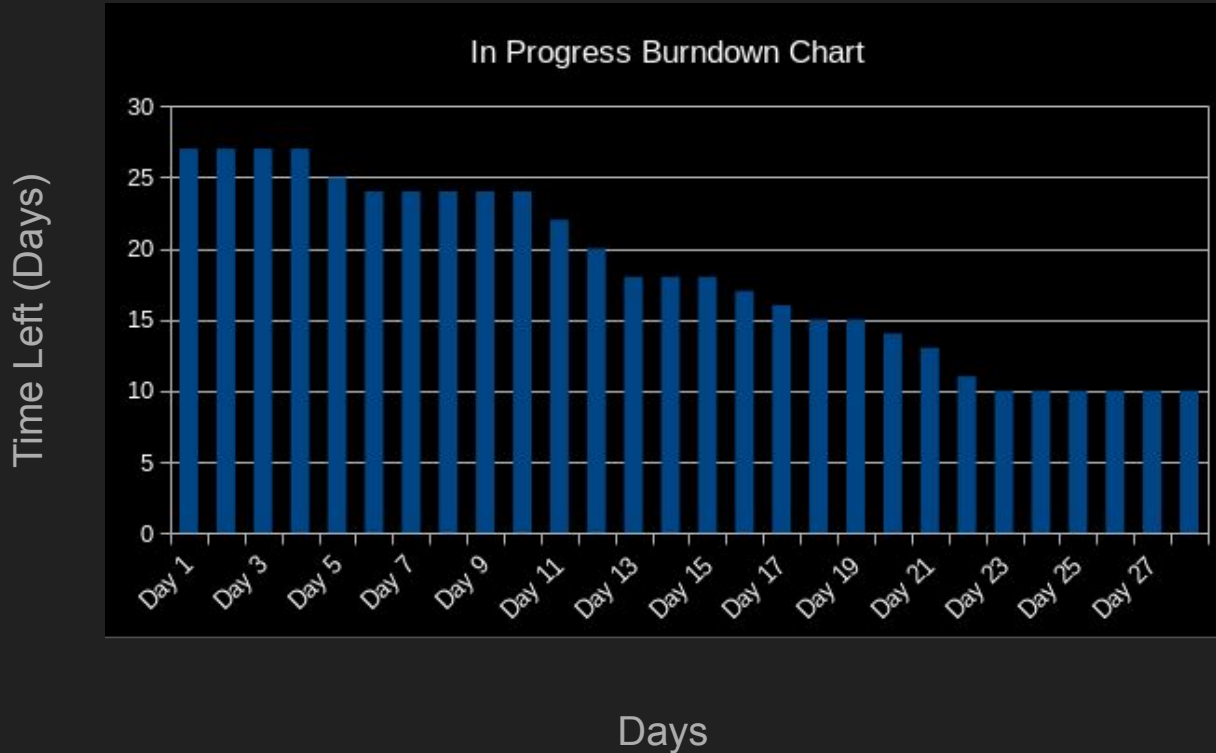
Iteration 3 Velocity

Estimated Days: 10

Velocity: 0.7

Days Required: 15

Burn-down chart



Progress:

Search Bar - Done

Login Password - Done

Track Stock - Done

Game Tag - Done

Track Revenue - Done

Total Completed: 17 days

Total Remaining: 10 days

Task Board



Since Last Meeting

Finished
Game Tagging
Revenue Tracking

The task board is organized into five columns, each with a header and a list of tasks. The 'Done' column is the only one with tasks, and two of them are highlighted by arrows from the text 'Finished Game Tagging Revenue Tracking'.

Backlog	Todo	In Progress	In Testing	Done
0 Estimate: 0	2 Estimate: 7	1 Estimate: 3	0 Estimate: 0	5 Estimate: 17
	<ul style="list-style-type: none">Draft Search bar recommendation list 30 4 Iteration 3Draft Purchase log 30 3 Iteration 3	<ul style="list-style-type: none">Draft Track shipment 30 3 Iteration 2		<ul style="list-style-type: none">CMS #23 Track stock 10 5 Iteration 1CMS #25 Search bar 10 3 Iteration 1CMS #24 Login password 20 2 Iteration 1Draft Game tag 20 3 Iteration 2Draft Track Revenue 30 4 Iteration 2
+ Add item	+ Add item	+ Add item	+ Add item	+ Add item

Screenshot of the Catalog's Current State



Search For Games...

Choose File C:\fakepath\newCSV_Data.csv Import File Data

Name	Description	Stock	Revenue	Price	Tags	Create Game
Name	Description	Stock	Revenue	Price	Tags	Create Game
ID	Name	Description	Stock	Revenue	Price	Tags
A123676	Legend of Zelda: Wind Waker HD	The game is set on a group of islands in a vast sea, a departure for the series. The player controls series protagonist Link as he attempts to save his sister from the sorcerer Ganon and becomes embroiled in a struggle for the Triforce, a sacred wish-granting relic. Aided by allies including pirate captain Tetra – an incarnation of Princess Zelda – and a talking sailboat named the King of Red Lions, Link sails the ocean, explores islands, and traverses dungeons to acquire the power necessary to defeat Ganon. Wind, which facilitates sailing, plays a prominent role and can be controlled with a magic conductor's baton called the Wind Waker.	40400	868676585	345	Fantasy Action-adventure RPG
B223458	Honkai: Star Rail	The game features the main character, who is referred to as the Trailblazer, traveling across planets through the Astral Express to help and connect the worlds while resolving disasters caused by "Stellarons" and other third parties.	56965	2373738844	0	Turn-based tactics Gacha RPG
C354740	Super Mario Galaxy 2	Much like the first game, the story follows Mario as he pursues the Koopa King, Bowser, into outer space, where he has imprisoned Princess Peach and taken control of the universe using Power Stars and Grand Stars. Mario must travel across various galaxies to recover the Power Stars in order to travel to the center of the universe and rescue Princess Peach.	65795	283838494	335	3D Platformer
D437890	Valorant	A team-based first-person tactical hero shooter set in the near future. Players play as one of a set of Agents, characters based on several countries and cultures around the world.	75855	46467474848	339	First-person Tactical Hero shooter
E529379	Undertale	The player controls a child who has fallen into the Underground: a large, secluded region under the surface of the Earth, separated by a magical barrier. The player meets various monsters during the journey back to the surface, some of which may engage in combat. The combat system involves the player navigating through mini-bullet hell attacks by the opponent. They can opt to pacify or subdue monsters in order to spare them instead of killing them. These choices affect the game, with the dialogue, characters, and story changing based on outcomes.	84950	253646783	349	Turn-based tactics RPG
F673748	Super Mario 3D Land	Super Mario 3D Land combines elements from both traditional 2D side-scrolling games and modern free-roaming 3D games in the Mario series. It also introduces new additional gameplay mechanics and power-ups. The main story is similar to previous Super Mario titles, centering on Mario's efforts to rescue Princess Peach, who has been kidnapped by Bowser.	22880	637484839	355	3D Platformer 2D Side-Scroller

Iteration 2 Retrospective

What went well?

- Improved UI with better style, fluent design, and more images
- Monday night meeting
- Meeting Consistently
- Peer programming
- Team dynamic
- Managing time to ensure showing up to the lab before the start time
- Communication between roles on how completed code functions.

Possible Improvements?

- Better communication
- Clean up the Repository
 - Remove unnecessary branches

Any challenges?

- Branch conflicts causing inability to merge
 - Merge more frequently between branches

Agenda for Lab 10 Meeting

For the next meeting...

1. Propose our testing plan for evaluation.
2. Run and test our build scripts.
3. Finalize the required feature list for finished product.
4. Present documentation plan and initial documentation.
5. Present completed iteration 2 features.
6. Go over the agenda for Lab 11.
7. Questions and Feedback.

Questions & Feedback