

Assignment 6

*Sprint 1 Individual Contribution + Agenda*

*Project: Crossing Streams*

*Course: Cosc 470 - Software Engineering*

Submitted by: Benjamin Ward (Nov 1st)

(Without considering the team project report)

Agenda = 5/5

Demo = 20/20

Individual Contribution Report = 60/60

Team Report = TBD

Total = will be updated as soon as the team report mark becomes available.

## Individual Contribution Report:

Student Name: Benjamin Neil Ward

Date: Nov 1st, 2016

Team project Name: Crossing Streams

Team members: Marc-Andrew Dunwell, Corey Frank, Daniel Atkinson, Billy Spelchan

Sprint number: 1

**(10%) (10) What is the theme (or goals) of the current sprint release?**

**Sprint 1 Theme: Joining the streams**

***Theme expanded:*** *Joining the streams. The system we are developing is made up of a number of interconnected components so we wish to get all the components working at the most basic level possible. The client will be able to download the patcher from the game site, update to the current (first) build of the game, and run through a very simplified version of the game with just rudimentary server connections.*

***(30%) (30) What are your contributions towards the current sprint release? Functional (GUI, UX, flow of operations, specific customer features) and non-functional (Architecture layout, build integration setup, refactoring, bug fixing ...etc) for this release? Please be specific with your explanation. What are your original plan (tasks / goals /user stories) before the start of this sprint? Are there any changes to this original plan as you are working through the sprint? Are you able to complete all the committed tasks? If not, please explain? How much time (hours) did you spend on this sprint?***

***Functional Contributions:***

***Game Application Server:***

* *Accepts a http POST request to get a seed from a client as well as a http*

*GET request to send the seed information to a client.*

***Non-Functional Contributions:***

***Server Acquisition*** *for game and web servers*

***Server initialization:***

* *Install (CentOS, Apache, postgresql, Golang, TCP/IP tuning)*

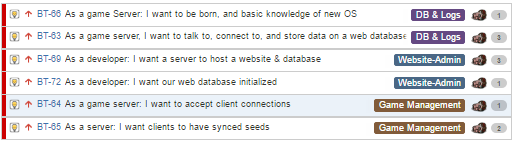
***Database initialization:***

* *(Created database, schema, users, relational table/diagram)*

***Architecture Diagram:***

* *Base Architecture diagram to direct production of the game*

***Original Plan: (a total of 12 story points out of ?? points of the total sprint 1 story points)***



*My original plan for myself was to get the servers up and running and create all connection between the components to allow my team members to have their parts of the project communicate with each other. OK*

***Are there any changes to this original plan as you are working through the sprint?***

*No changes to original plan. No surprised ? Hmmm OK*

***Are you able to complete all the committed tasks?***

*Yes, I moved on Saturday Oct 29th so I committed to complete all my assigned tasks before that day and was more or less able to complete them all. After the move in I finished the rest of my tasks and helped with any creeping issues that arose in my absence. OK*

***How much time (hours) did you spend on this sprint?***

*I spent roughly 16 working hours on this sprint. for 12 story points*

***(20%) (20) Lessons learned from this sprint and how will you plan to apply them to the next sprint? (Be as specific as possible. It should be related to the tasks (functional or non-functional) that you committed for this current sprint. Keep it concise to the point. This portion of the write-up can be “reused” for the final release (for the Individual contribution portion)***

***Sprint planning meetings:*** *Ran way too long this first sprint. We ended up working on the backlog for sprint 1 for about 10 hours. We need to keep on track and start prioritizing, sticking to the agenda and stop getting sidetracked.*

***Scrum meetings****: We need to stay on topic.What happened?*

***Communication tools:*** *Everybody needs to use the tools that are agreed upon and stop using alternative communication lines. Use slack not email! (Don’t create spam for others)*

***Diagrams, Diagrams, Diagrams:*** *Everybody needs to supplement diagrams for the tasks that they are creating so that a smooth transition can happen between separate tasks. If a task needs to make use of another than there should be some documentation that helps to explain how something works so it can be used effectively.*

***Team project report is important to every team member, what are your contributions to the team project report? Did you have a chance to review the report?***

***What about the User Story Map for sprint 2 and 3?***

***What about the build, CI, version control, and test plan?***

## Lab Agenda (5/5):

1. ***Lab agenda: (List of tasks to accomplish in this lab – 3 hours)***

**Scrum meeting 2016 Oct 26 (Wednesday lab):**

|  |
| --- |
| ***What we've done:***  Marc: - using stock images for rooms done  Billy: - chasing and fleeing ai done  - shooting/monster artwork (done)  - projectile class  - player shooting  Ben: - add all members as users to the web server  - install fundamental packages necessary (Apache, postgresql, php)  - installing golang on game server  - setup golang game server  - created connection between game server and database  - inserted database table  - inserted 5 users in the database  Corey: - Uploaded some user stories to jira  Dan: - Started work on design document |
| ***What we're doing:***  Marc: - character movement  Billy: - ai predicting player movement for shooting  Ben : - tcp/ip tuning on all 3 servers.  - implement listener on game server to accept game clients  Corey: - Add more user stories  - Patcher functionality (execute file, grab from repo  - Character in unity  Dan: - Started work on design document  - Client setup screen (creating a local server) |
| ***Problems/Roadblocks:***  Marc: Work  Billy: Database (no vpn access and no login access)  Corey: Work  419 presentation |
| ***After scrum issue:***  - time estimation in jira (everyone)  - billy movement marc (game design)  - bill php version ben (website) |

***Completed (Oct 26th, 2016 ~15 mins)***

***b. Review the current Sprint Backlog chart (10 minutes)***

***i. Assign notes/minutes taker and update***

*AI user story estimates somewhat off. (will adjust next sprint)*

*We will test based on functionality not timing for gameplay.*

* *(In response to Professor James’ comments on our tasks)*

*Notes taker - Ben Ward (Oct 26th, 2016)*

***Completed (Oct 26th, 2016 ~10 mins)***

***ii. Plan for the “trouble” items and commitment.***

*Architecture diagrams (everybody has committed to working on them)*

*- We need to communicate more effectively (UML diagrams for behaviour)*

*Acceptance criteria needs to be refined for Sprint 2*

*Need to get the task break down structure done first. That help your acceptance criteria as your test plan*

***Completed (Oct 26th, 2016 ~10 mins)***

***c. Things (Issues) what should have been included in Sprint 1 plan and missing ( eg Technical Debt Items…) (15 mins)***

***i. BUILD/CI***

*Setting up CI (jenkins for sprint 2) we are manually building now.*

*CI diagram to be completed for next sprint.*

*Acquire CI server from Youry.*

***Completed (Oct 26th, 2016 ~5 mins)***

***ii. Architectural diagram (UML) Road Map***

*Ben will share the Architectural diagram to everyone. This architectural diagram (first cut) needs to be enhanced incrementally. For example. There two arrows going into”patcher” and five arrows going into Game Client boxes.*



***Completed (Oct 26th, 2016 ~10 mins)***

***iii. Risk table…***

*Corey has a risk table from last year ??? and we will work on implementing it for our project. Keep the risks high level (Don’t break down risks too much)*

*Risk Document:* [*https://docs.google.com/document/d/1oOY1w9kK1T5kKHG9emHsIVXu5BwjPPutYDce73uiLW8/edit?ts=58129e0a*](https://docs.google.com/document/d/1oOY1w9kK1T5kKHG9emHsIVXu5BwjPPutYDce73uiLW8/edit?ts=58129e0a)

***Completed (Oct 26th, 2016 ~5 mins)***

***iv. Define “Close” mechanism in JIRA***

"Finished" tasks are moved to resolved.

- “Resolved” mechanism means that it needs to be reviewed by team.

- functionally the task can be considered completed.

- “Close” mechanism means it's been reviewed.

(All finished tasks need to be moved to close by end of sprint)

***Completed (Oct 26th, 2016 ~10 mins)***

***v. Meeting times:***

*Tuesday (9:30 - 11:30)*

*Wednesday (8:30 - 12:00)*

*Thursday (6:30 - 8:30pm)*

*Saturday (1:00 pm - 3:00 pm)*

***Completed (Oct 26th, 2016 ~5 mins)***

***vi. Branching/merging policy: (should provide diagram to illustrate the flow and clear for the team to follow)***

*Branch name syntax (NameSprint#)(feature Optional)*

*Personal branches per work (two people can work on same branch)*

*- Don't wait 2 weeks to merge branch to main (pull request)*

*- merge to main after functional work done*

*No working on master branch*

*Merge conflicts*

*-Members contact the merging “conflictor” to merge code.*

*At sprint end create tag on main for sprint end release version.*

*(Corey is in charge)*

*Create full walkthrough of merging/branching document*

*Merge conflict meeting*

*On merge conflict basis*

***Completed (Oct 26th, 2016 ~15 mins)***

***d. Review and complete the details (Tasks, Acceptance Criteria, test) of all the User Stories committed for sprint 1. Ensure to confirm on the commitments from each member( 60 minutes ?)***

*- Everyone can commit 10+ hours of work per week. (20hrs/sprint)*

*- Log hours, comment on work done in logged work every other day at the*

*latest.*

*- Everyone is commit for this lab*

***Completed (Oct 26th, 2016 ~15 mins)***

***e. Team demo (internal ) – walk thru on Sprint 1 goals (requirements, architecture, design, code, Build / CI , testing, and task close in JIRA) … (60 minutes)***

*Present to Ben Heggie (client) Will finish on Tuesday (Nov 1st )*

*Changed - miscommunication about dates*

*Moved presentation to Nov 2nd*

*Corey merged the project for a demo on Nov 1st*

*Website (login, register, logout) -* ***complete***

*Database accept from website and game server -* ***complete***

*Game character, room, enemies, AI, game server communication, start*

*screen, projectiles, -* ***complete***

*Game server synced seeds -* ***complete***

*Patcher checks version and downloads client -* ***complete***

***Completed (Nov 1st, 2016 ~3 hours)***

***f. Plan for the Sprint 1 documentations and demonstration next week. (who is doing what) and dry runs schedule/plan ( 30 mins?)***

*Presentation (everyone covers their own section)*

*Template presentation (Ben)*

*Powerpoint (Marc)*

*Presentation clicker (Ben)*

*Burndown chart*

*Sprint report*

*Presentation - What we did, what we finished, what we did well, what would*

*we do better (sprint review)*

*Demo 5 - 10 mins*

*Dry run will be done the tuesday 10 am before sprint review (30 mins max)*

*Setup of sprint 2 finished by Thursday Nov 3rd*

***Completed (Nov 1st, 2016 ~30 mins)***