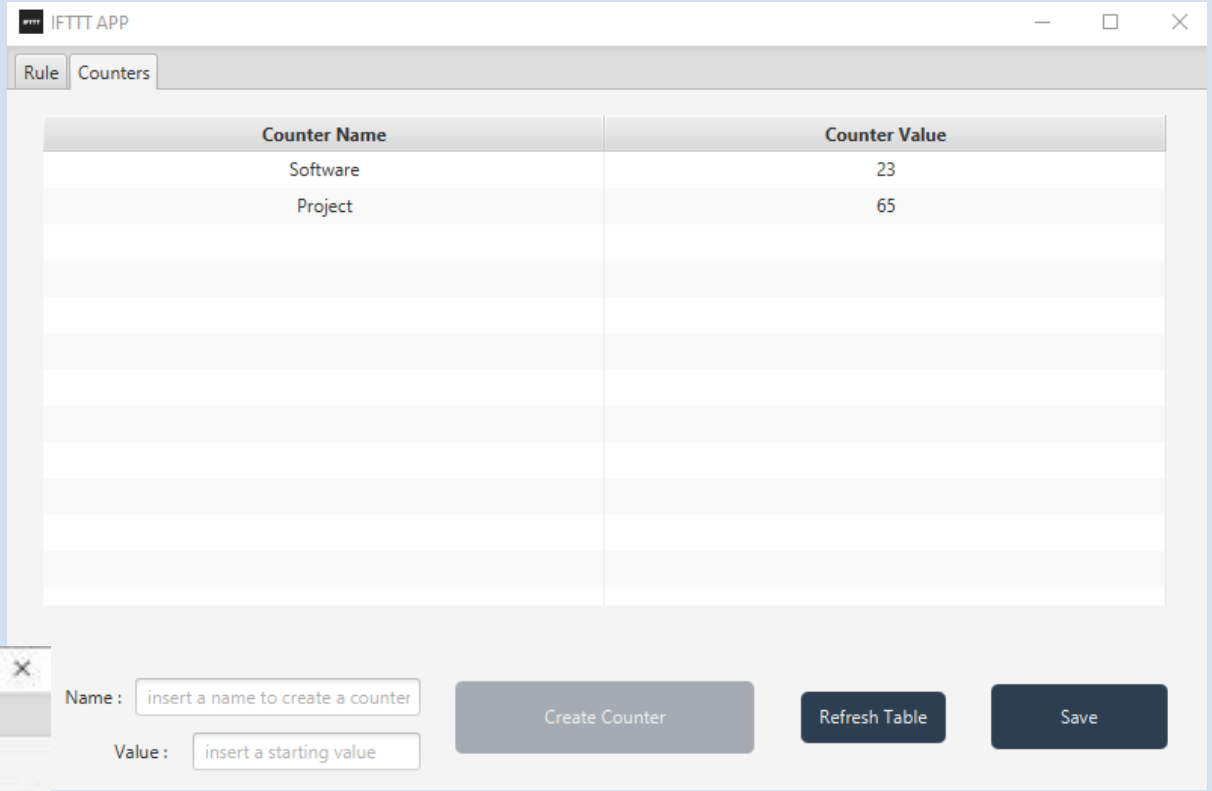
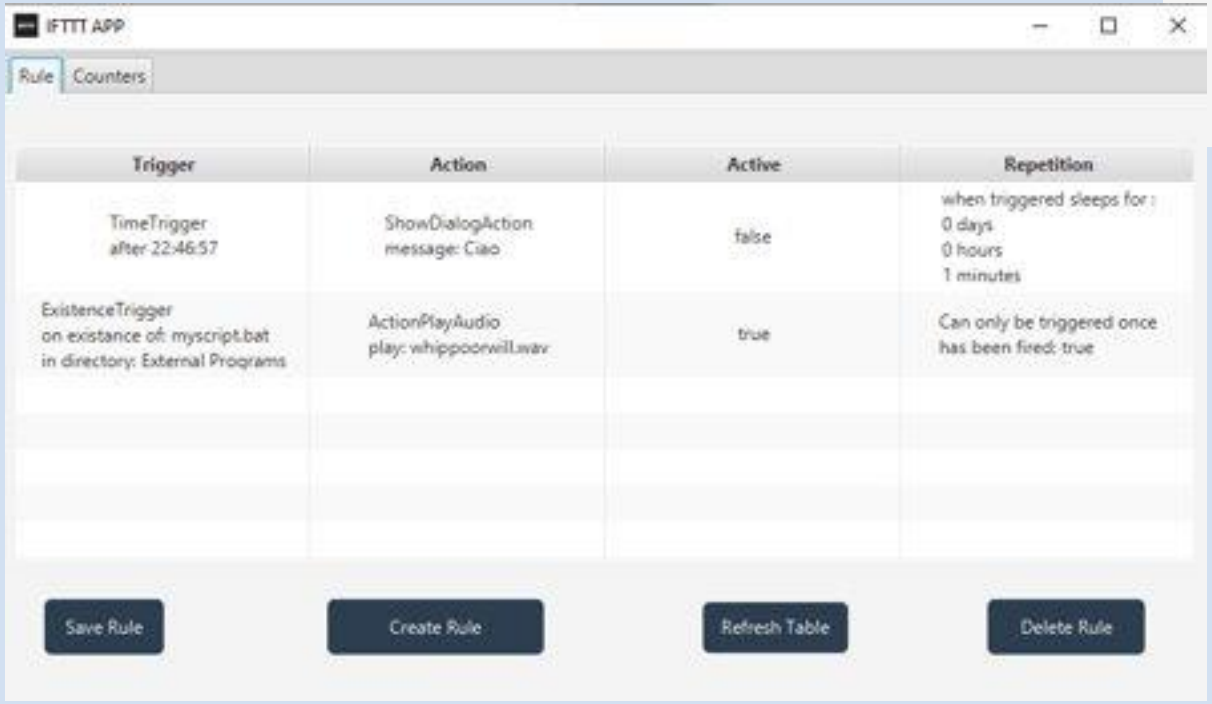
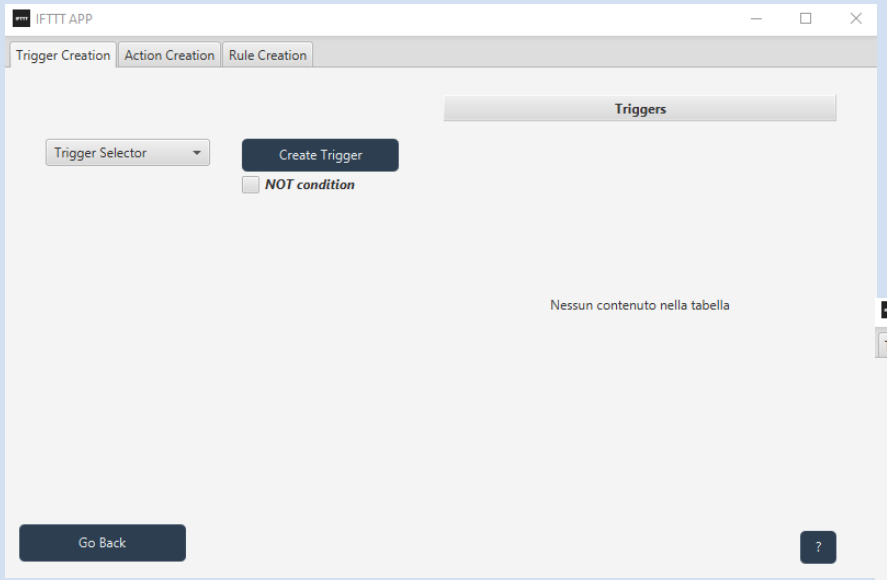
SE project – Group 19 I-Z

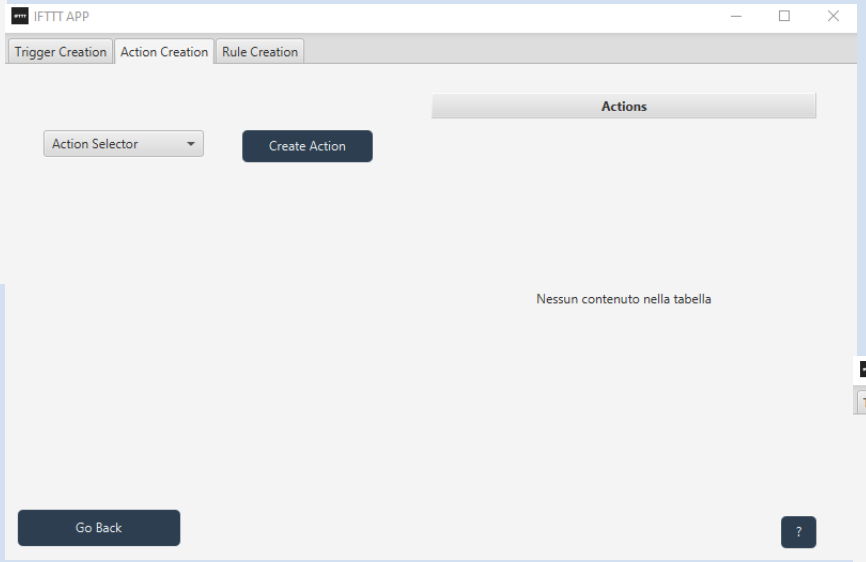
3nd sprint release

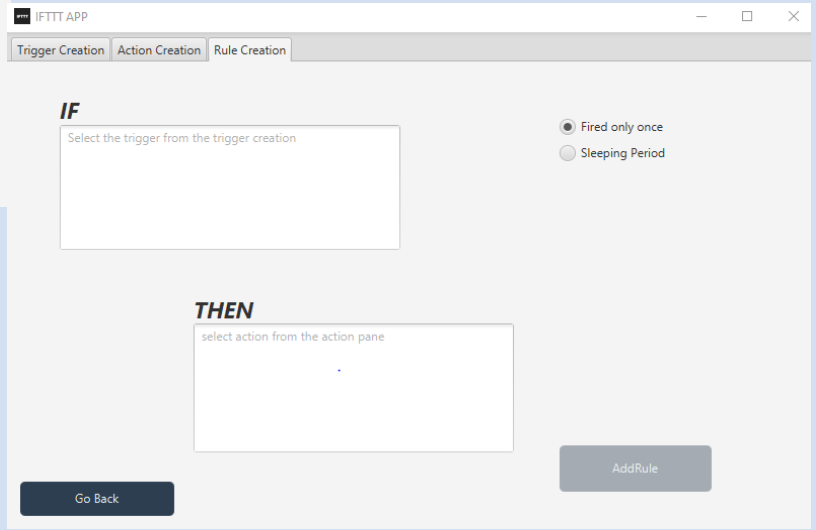
Our release


IFTTT APP
Rule
Counters
Counter Name
Counter Value
Software
23
Project
65
Name :
insert a name to create a counter
Value :
insert a starting value
Create Counter
Refresh Table
Save


IFTTT APP
Rule
Counters
Trigger
Action
Active
Repetition
TimeTrigger
after 22:46:57
ShowDialogAction
message: Ciao
false
when triggered sleeps for :
0 days
0 hours
1 minutes
ExistenceTrigger
on existance of: myscript.bat
in directory: External Programs
ActionPlayAudio
play: whippoorwill.wav
true
Can only be triggered once
has been fired: true
Save Rule
Create Rule
Refresh Table
Delete Rule


IFTTT APP
Trigger Creation
Action Creation
Rule Creation
Triggers
Trigger Selector
Create Trigger
NOT condition
Nessun contenuto nella tabella
Go Back
?


IFTTT APP
Trigger Creation
Action Creation
Rule Creation
Actions
Action Selector
Create Action
Nessun contenuto nella tabella
Go Back
?


IFTTT APP
Trigger Creation
Action Creation
Rule Creation
IF
Select the trigger from the trigger creation
Fired only once
Sleeping Period
THEN
select action from the action pane
AddRule
Go Back

DEMO

Sprint backlog and Sprint Goal

Done Sprint DATE - DATE

Sprint Goal: -Combinations and counters

Logical Operation Trigger
4 | 6/6 | 13 | AP

Action Sequence
3/3 | 13 | AL

Create Counter
3/3 | 2 | DN

Modify Counter
3/3 | 2 | DN

Set Counter
3/3 | 2 | DN

Increment Counter
3/3 | 2 | DN

Combine Counter Values
3/3 | 3 | MP

Comparison
3/3 | 2 | MP

Counter Comparison
3/3 | 3 | MP

String Value Insertion
1 | 3/3 | 8 | AP | AL

Actual velocity: 50

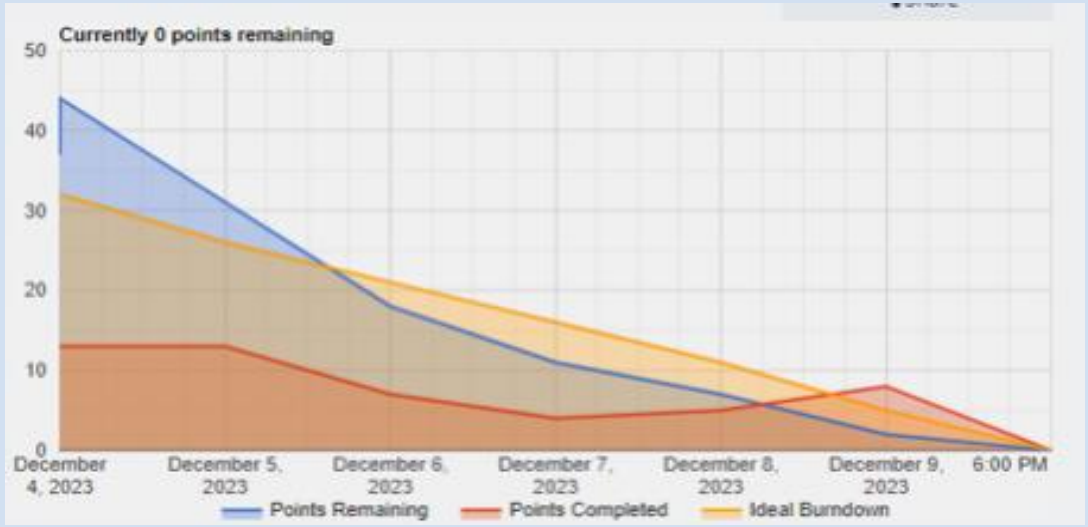
Estimated velocity: 44

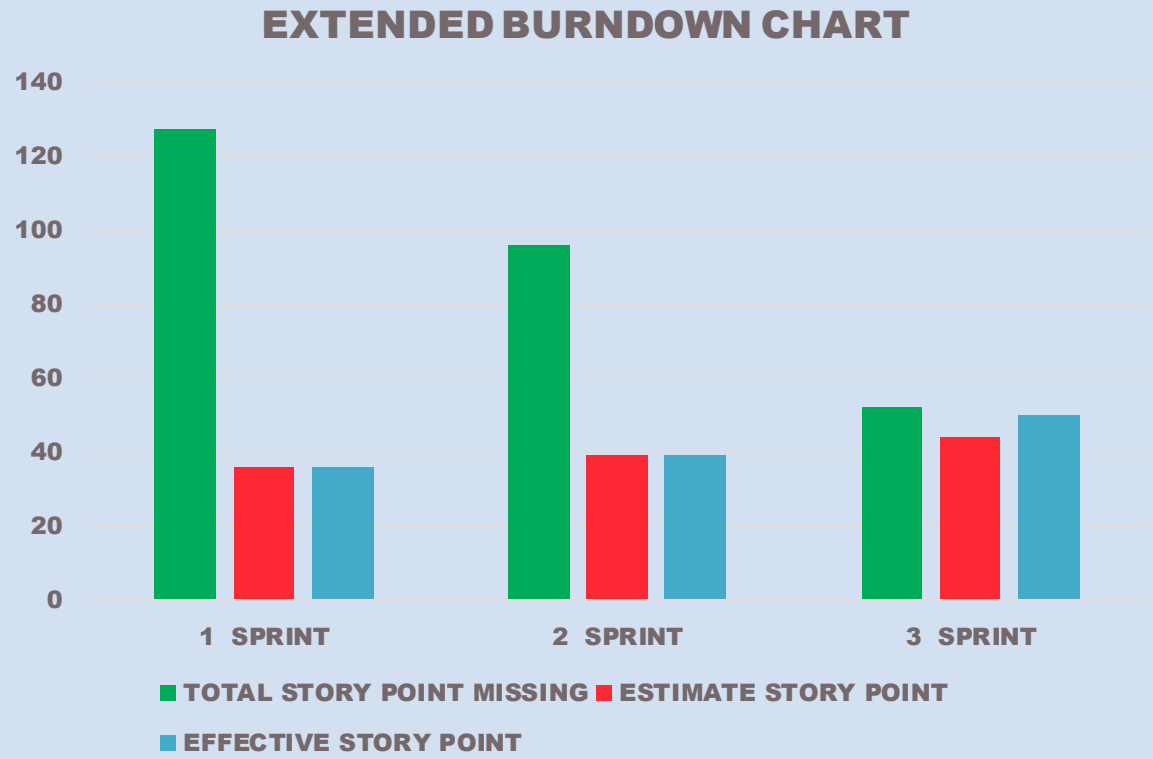
Updated Product backlog

We paid off
technical debts

We fixed last
sprint bugs

Project Burndown chart


Currently 0 points remaining
50
40
30
20
10
0
December 4, 2023
December 5, 2023
December 6, 2023
December 7, 2023
December 8, 2023
December 9, 2023
6:00 PM
Points Remaining
Points Completed
Ideal Burndown


EXTENDED BURNDOWN CHART
140
120
100
80
60
40
20
0
1 SPRINT
2 SPRINT
3 SPRINT
TOTAL STORY POINT MISSING
ESTIMATE STORY POINT
EFFECTIVE STORY POINT

Sprint review

Sprint review report

Available on our git repository

01

Modification
Product Backlog

02

User stories added: **String Value Insertion**
User stories delete:**View Counter**
User stories completetated:32

03

Issues discovered implementing/examining the release

Warning:
The code includes unchecked or unsafe operations that could compromise type safety.

Sprint retrospective

Spend too much time on things that have lower priority

Detailed Comment Code

Modifying parts of the team's project without communicating.

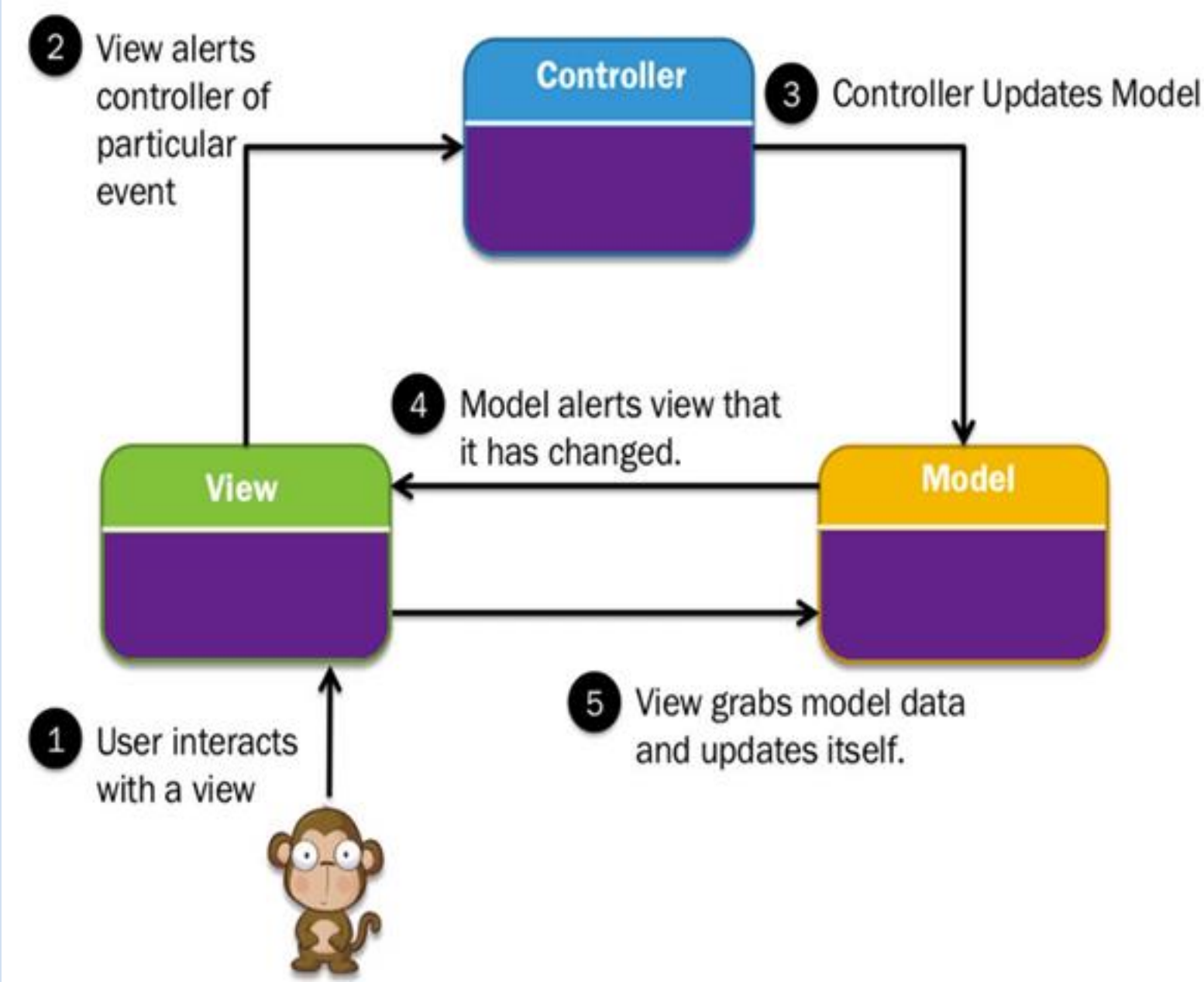
Time organization.

Support and help from colleagues during hardship while carrying out tasks.

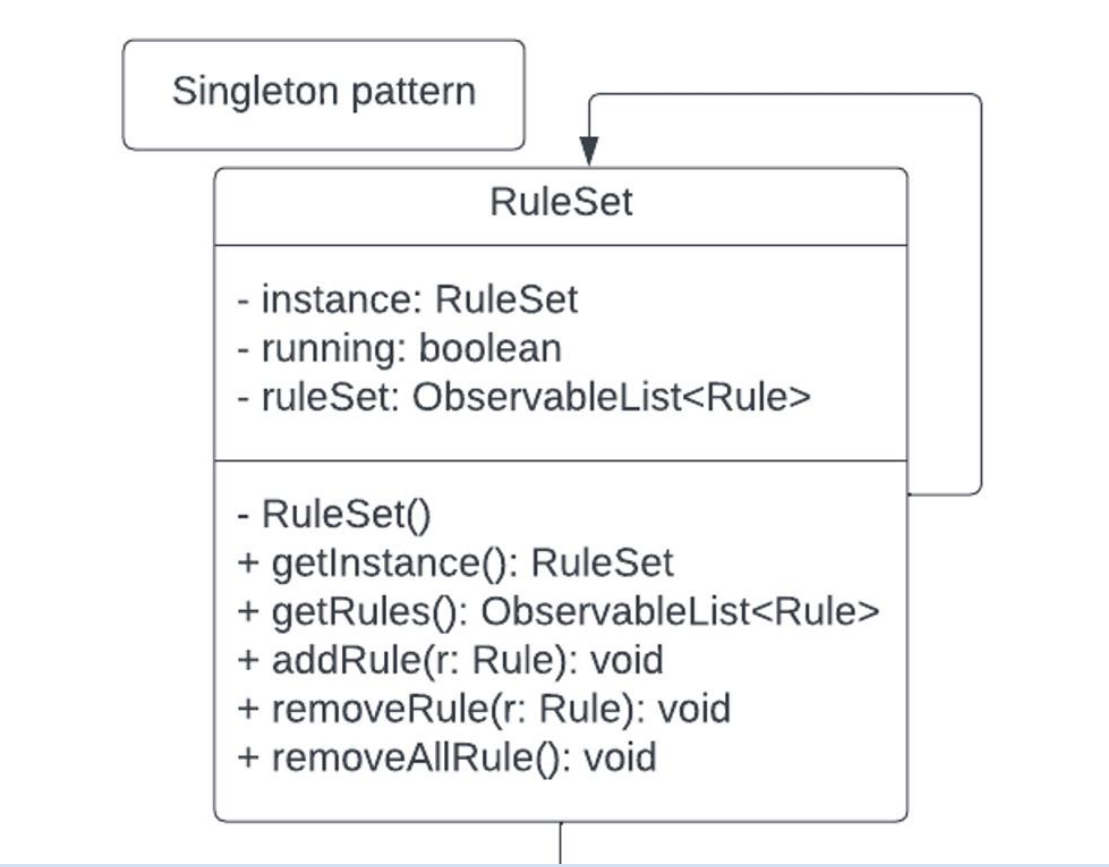
Fair division of tasks to increase productivity.

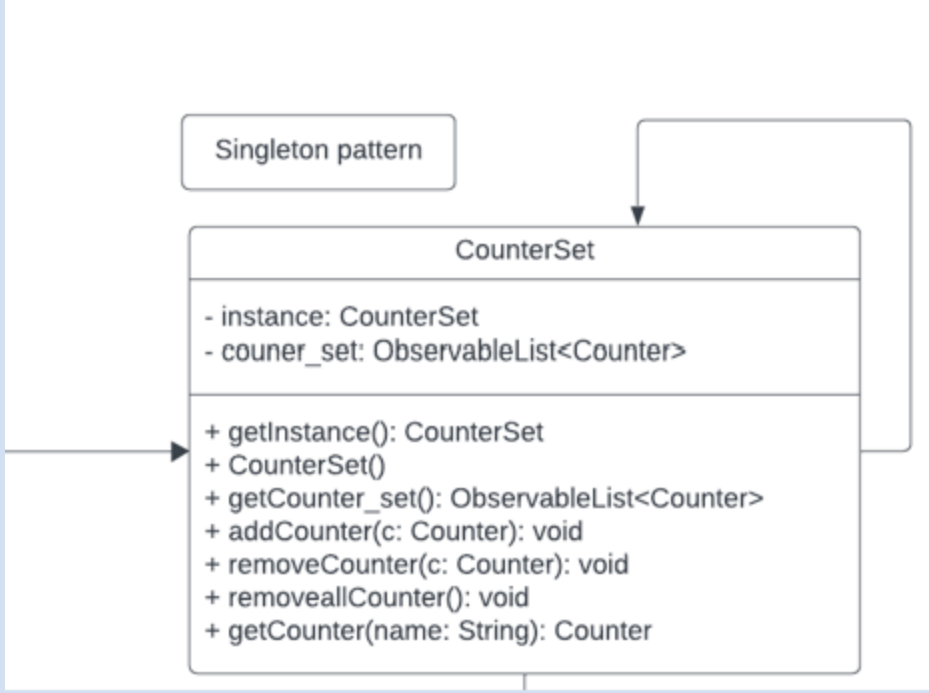
Commit as soon as the code is functional and properly tested

Architetture & UML

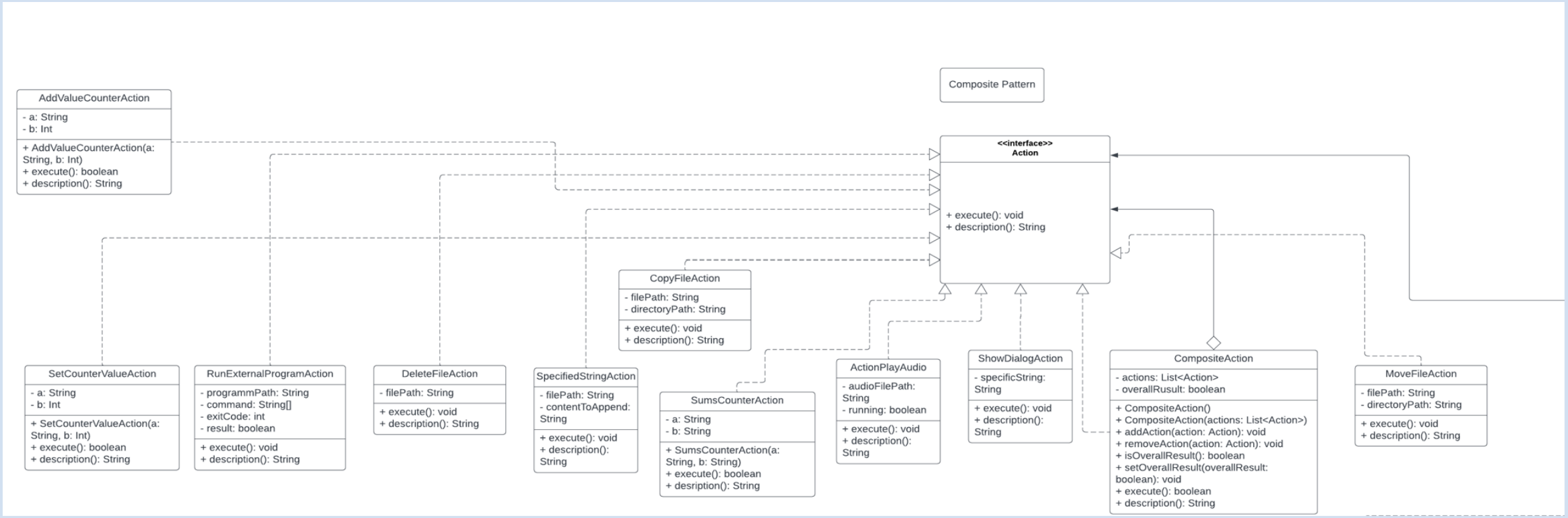

2 View alerts controller of particular event
Controller
3 Controller Updates Model
4 Model alerts view that it has changed.
View
Model
1 User interacts with a view
5 View grabs model data and updates itself.

Singleton Pattern

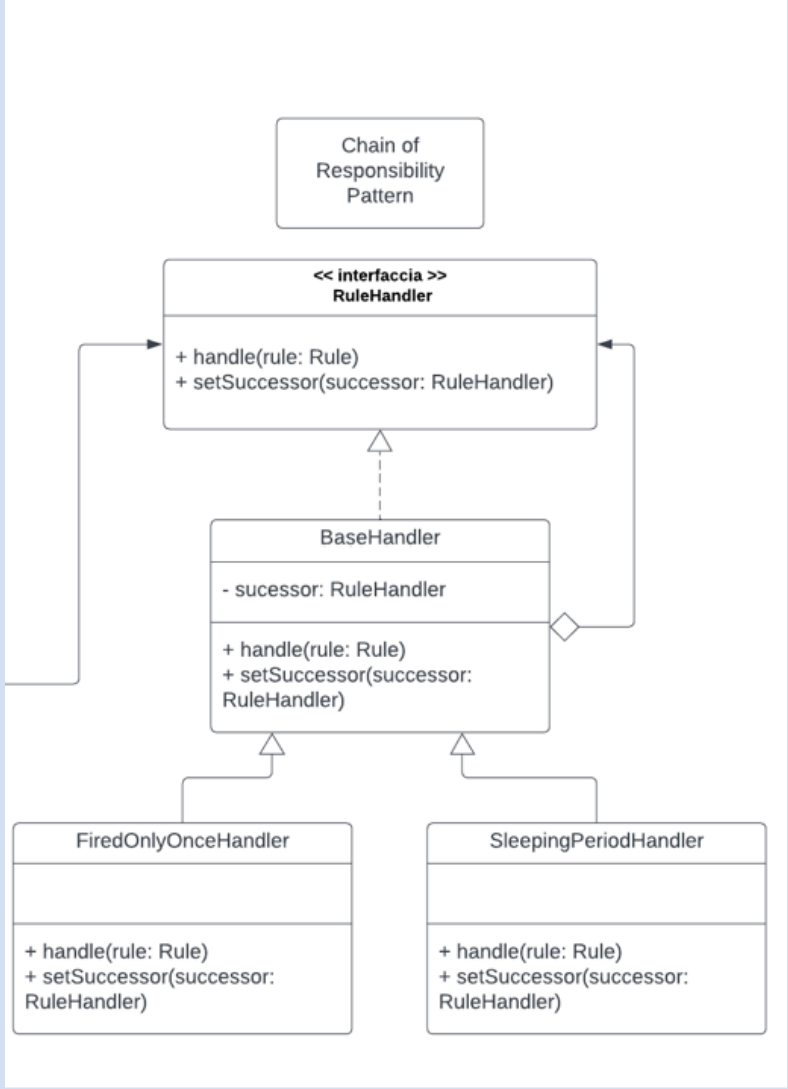




Composite Pattern



Chain Of Responsability Pattern



Pre game phase

Game phase

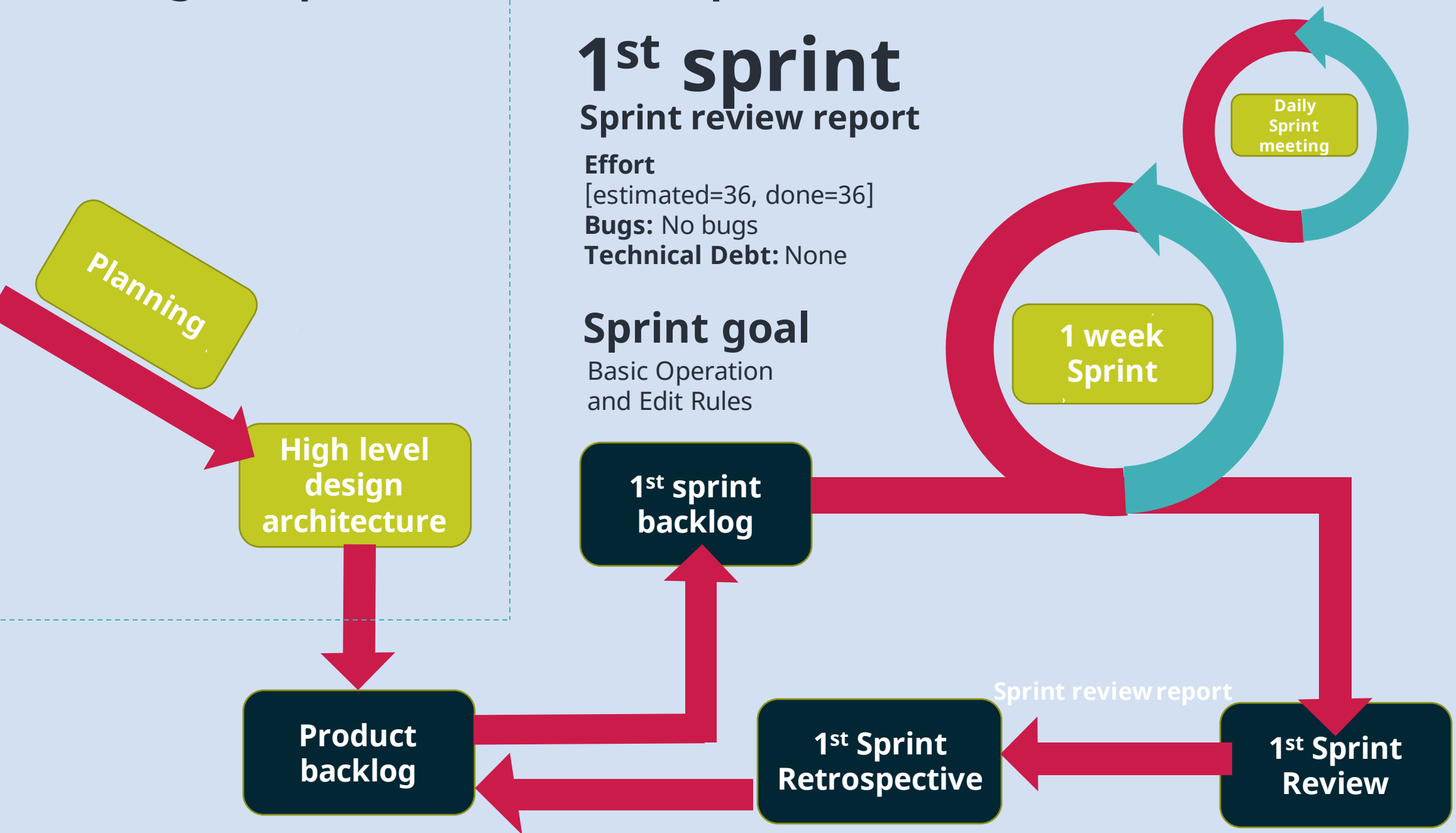
1st sprint

Sprint review report

Effort
[estimated=36, done=36]
Bugs: No bugs
Technical Debt: None

Sprint goal

Basic Operation
and Edit Rules



Game phase

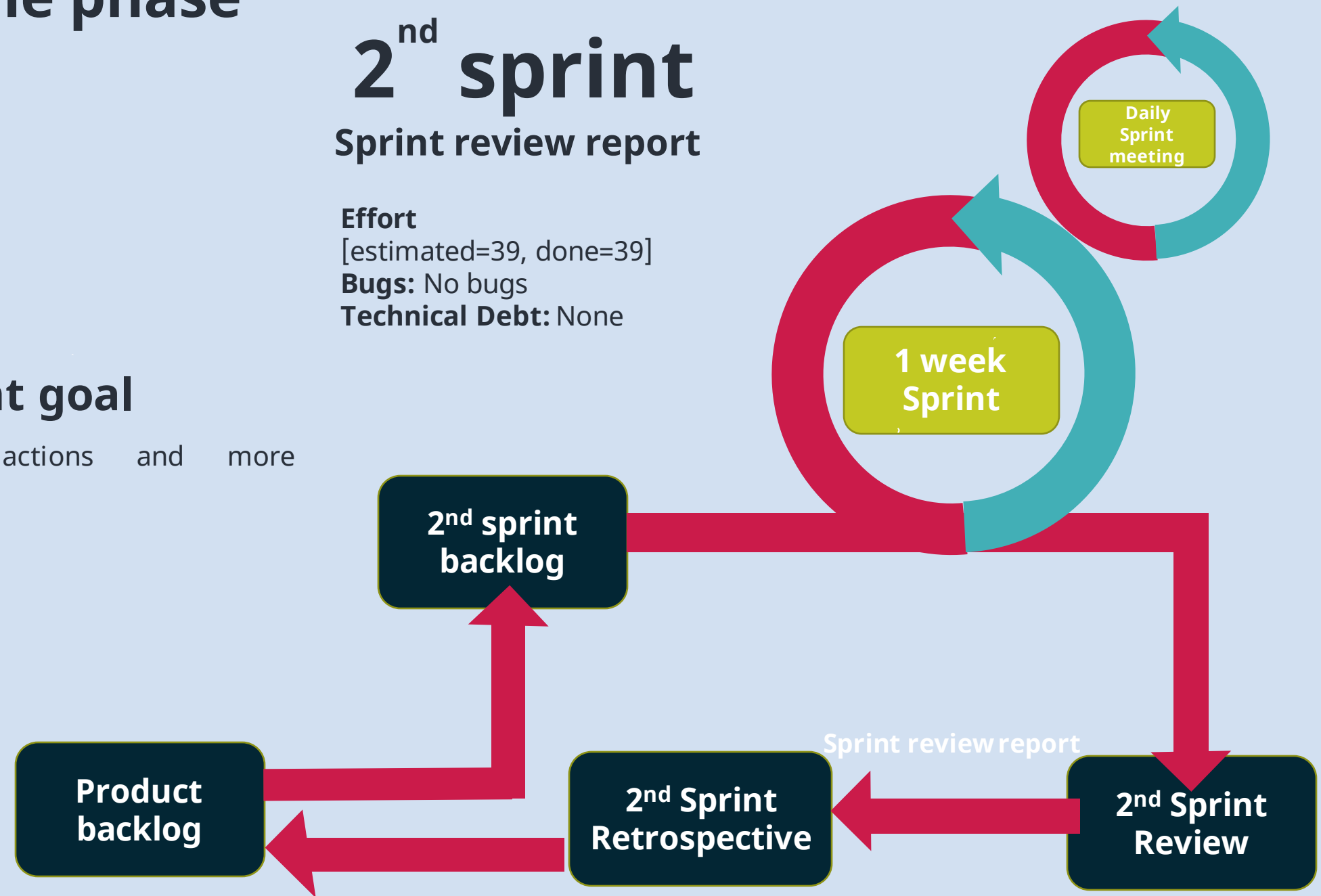
2nd sprint

Sprint review report

Effort
[estimated=39, done=39]
Bugs: No bugs
Technical Debt: None

Sprint goal

More actions and more triggers



Game phase

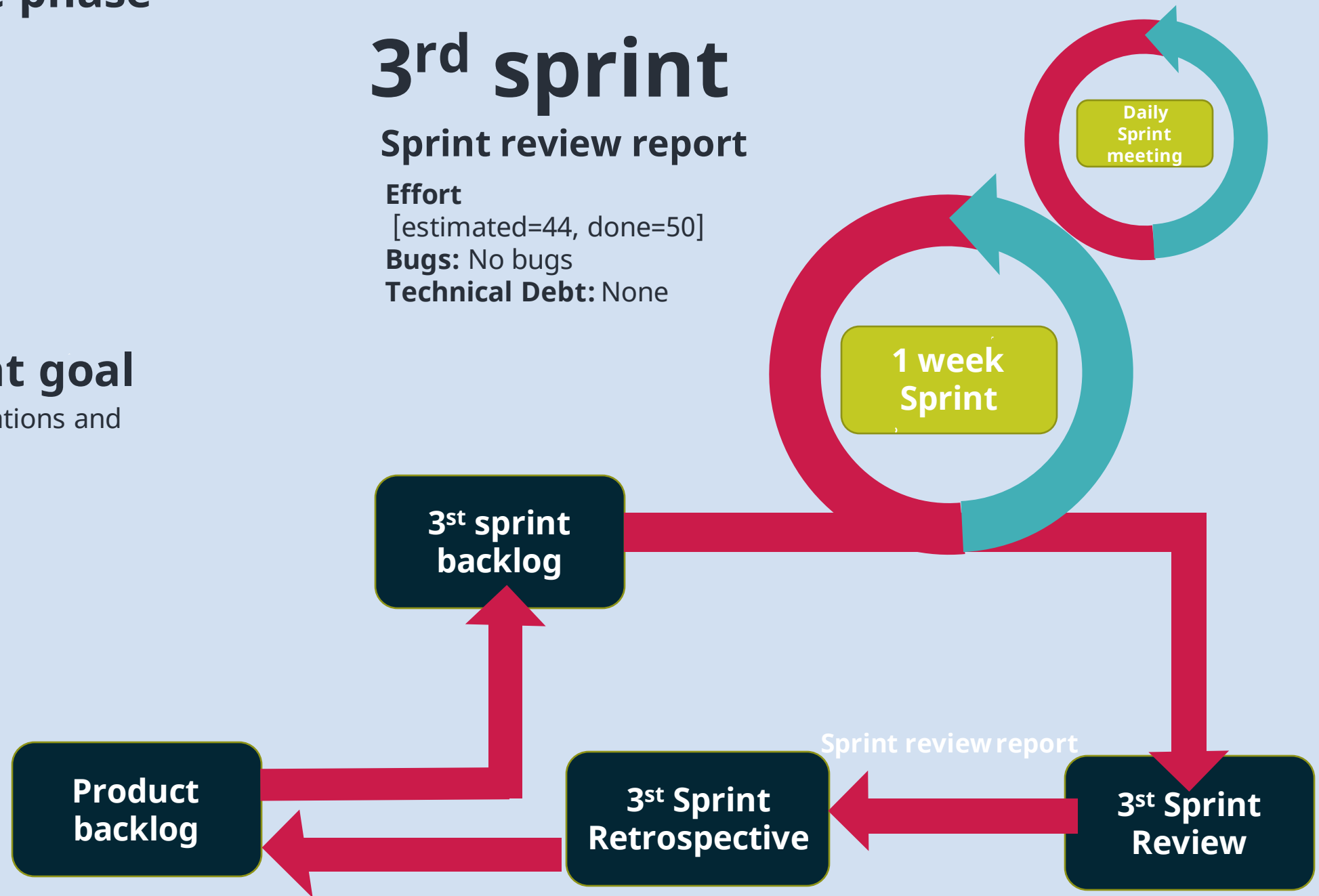
3rd sprint

Sprint review report

Effort
[estimated=44, done=50]
Bugs: No bugs
Technical Debt: None

Sprint goal

Combinations and counters



Thank you!

Alessia Lettieri
Alessandro Passannante
Domenico Napolitano
Marco Panico