



# Display Team



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# Team Objectives

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1. Provide a seamless UI/UX to the player: the player(s) should always be presented with what occurred on their last input, and they should always understand what is asked of them for their next move.
2. Design an easy-to-read game board: the board should be clean and visually appealing, and the board coordinates are well-defined so the player knows how to make their moves.
3. Correctly interface with Middleware for processing and control flow checks: using their methods for checking for a win or draw, writing to and reading from the board, etc.

# Technical Approach

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- The Display team geared their approach around the Scrum philosophy.
- The team identified tasks to be completed during the various phases of the project and self-assigned those tasks.
- Examples of tasks included:
  - Setup initial welcome screen and prompts
  - Design user prompts through play experience
  - Text-based, dynamically updated graphical display of board status
  - Handling user X / O mark selection and passage to Middleware
  - Passing messages between the Manager and Middleware for win/draw conditions

# Coding Challenges

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- Primary coding tasks surrounded user input and interaction with Middleware. Each task presented the expected challenges of forming user prompts and managing messages back and forth to middleware, respectively.
- The interaction with Middleware in particular required that the Display and Middleware teams work closely to ensure that method names, arguments, and return values were in sync, which was accomplished through direct collaboration with the Middleware team.
- A unique challenge of the Display portion of the project was delineating which pieces of the game code belonged in Display and which belonged in the Manager class, due to a degree of overlapping responsibilities to game flow. Communication amongst the team resulted in the right balance.

# Communication & Teamwork

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## Communication:

Team decided to use Discord during first week of class and was our primary way of contact. Slack was secondary to update the rest of teams.

## Team Lessons learned:

- Communication is vital in any team setting working within the team and with other teams
- In team dynamics one person's strength can compensate for other's weaknesses

# Workflow

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- “The faster you get code done, the faster you know it doesn’t work”.
  - Ties into SCRUM Philosophy
  - Applies to coding on local machine, planning project, or making a commit.
  - When code goes public, or is integrated with other teams, you know if it will work or not.
  - Other people are now able to help or provide input.
- “Planning is good, but know when you have gone too far”.
  - SCRUM cuts planning into a short time, which is a benefit to a project.
  - In our case, planning helped, but our plan wasn’t finished until the project was done.
  - There was always something that had to be improvised on the fly.
  - We had to strike a balance between planning and improvising, communicating with other team.

# Now for Our Application Demo

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