

Week 4: October 9

Team Name: **TBD...**

Team Members	Adithya KLN	CMPE 202 Section 04
	Gagan Jain	CMPE 202 Section 04
	Rushikesh Pawar	CMPE 202 Section 04
	Siddharth Daftari	CMPE 202 Section 04
	Tanmay Bhatt	CMPE 202 Section 04
GitHub IDs and Links	<u>Adithya KLN</u>	<u>Team's GitHub Repository</u>
	<u>Gagan Jain</u>	<u>Team's Task Board</u>
	<u>Siddharth Daftari</u>	<u>Teams Kanban CFD Google Sheet</u>
	<u>Tanmay Bhatt</u>	
	<u>Rushikesh Pawar</u>	

Journal Entries

Adithya K.L.N

Instructor: Paul Nguyen

TA: Rekha Shankar Reddy

October 9, 2016

Team Progress Report

This week's report is as follows:

We progressed quite a bit this week. After coming with the starting model for the game, we have each coded and finalized the ship traversing logic for the islands.

We were quite stumbled by how would we make the game multiplayer since we did not have the complete idea as to what exactly should we do. We then approached Professor Paul to get our questions answered. We were not sure if the multiplayer model should be on cloud or on premise. Professor said that it should be an on cloud deployment and that these concepts will be covered later this semester. Having said that, we have finished the first model of our game with 6 islands. It is now a single player game. It will soon be a multiplayer game as the semester progresses.

Summary:

- Finished the single player game model
- Met with the professor to discuss progress of the game and get other questions answered
- Researched on how to make the game multiplayer using Docker and Amazon Web Services

Adithya K.L.N

Instructor's Name: Paul Nguyen

TA: Rekha Shankar Reddy

October 9, 2016

XP Core Value: Courage

This week was a milestone for the team's game development. We finished the first iteration of the Single Player game. We scrapped out certain modules of the code since we went in another direction about the ship traversing from one island to the other. This, I think is a perfect example of implementing courage as an XP core value.

Also, we will soon turn this into a multiplayer game. The team was not quite sure on how to develop the multiplayer game. We had to act quickly and meet the professor. It was a good move on the team's part since this we got to know that we could wait for the professor's class on using Docker, and AWS. Although we do have the courage to scrap out pieces or modules of code, we do know that it would be redundant to code something on premise and then move that to the cloud.

Gagan Jain

Weekly Journal of XP Core Values

Feedback

- The deliverables from last week were sufficient for us to go ahead and start coding the classes and building a prototype.
- In this week's team meeting, we distributed the tasks for writing the code for the project. We were able to complete this task by having another feedback session.
- In the session, we again didn't want to disappoint anyone and let everyone choose their activity. This ensured that the person picking up the task would complete it before the deadline as it wasn't against his/her wish.
- As expected the waffle board is clean and our tasks have been completed before the deadline.
- Thus, by sharing feedback the work is progressing and the team has seen a continuous improvement.
- In the coming weeks, we plan to continue having feedback sessions, so that everyone can grow and improve.

Rushi Pawar

Week 4, Respect as an XP Value

Another week has gone by and our team continues to perform cohesively and efficiently.

This week, we started implementing the idea by writing Java Code in Greenfoot environment. Work was distributed among teammates without any hassle. Time is of essence in developing any project, especially if it is a group project like this one.

Once again, all the team members worked hard and submitted the work before deadlines. That left us with ample amount of time for checking our code among ourselves and giving feedback to one another. We did not intend to do it initially but since every team member was prompt, it was made possible. It has really helped us all grow a little as coders. All the team members really loved this practice.

Respect is reflected through small gestures and how we talk to each other. During our meetings so far, all the team members including myself could sense that feeling of respect towards each other. There were many deep and profound discussions this week regarding project design and implementation. Ideas were presented and dropped, changes were made but all this was done very gracefully. I think that's how teams should work and that's the quality which adds value to the combined efforts of the team!

Collaborating with fellow students for project at graduate level requires professionalism. At the same time, friendly behavior dissipates the tense situations. Since all the team members are amicable to each other, thankfully, we haven't had to face any tense situations so far.

We hope to keep this spirit alive as we proceed in our project.

Siddharth Daftari

XP core value: Communication

-Siddharth Daftari

Communication among the team members is still a very important value. The team members respect each other's opinion and carefully listen and debate over the same. Problem solving by just a particular team member is not a favorable approach. The whole should contribute to solving a problem. This enables to have different views at understanding and tackling issues. Another important activity under communication is peer review where the team members review each other's work. This leads to advantage that the work done by a particular member can be verified by other. This helps remove small technical or functional bugs in project at an early stage before running the test cases.

In this week's meeting, the team decided to distribute task for this week i.e. building a very basic prototype of the project; among the team members. We discussed various approaches to implement the design of our project. Various pros and cons were discussed for each approach and then most feasible approach was finalized. The various task items like building the class structure, implementing the methods for the actors in the game and more were distributed. The team also discussed on an approach of making the game multiplayer and came up with a solution.

Tanmay Bhatt

Team Project - Journal

Simplicity

In this week's meeting we divided all the work into modules and assigned respective modules to each team member. We are looking forward to having a prototype ready till this weekend. With each team member, having to work on a particular module, are taking work as simple and easy to implement. We will be developing a single player game by this week. Later on we will take a look on how to enable multiplayer with the use of network and java rest APIs.

Agile methodology has allowed us to 'maximize the work not done', but keeping the work bare minimum and simple. We have kept all the classes in the project with as less functionalities as possible. So that each class can perform limited work it is supposed to and has to, thus avoiding additional complexity that may arise in case of having less classes do more work. I have designed Route A and Route B classes having the functionality to set source and destination island for the player's ship. This simplicity has enabled all the team players to understand each other's code easily and extend and interact their own code more easily.