

# Week 1: September 17

**Project Group Number: 26**  
**Team Name: The Eleventh Planet**

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 KLN:

Instructor: Paul Nguyen

TA: Rekha Shankar Reddy

September 17, 2016

# Team Progress Report and Journal

- Setup the Github account and created a new repository in my Github. I added the team as collaborators to the team repository, setup the waffle board and added the team project into it. We are now ready to add issues into the board and track our progress.
- The team then made some sample commits to the Git repository to get their hands dirty.
- We also met this week to discuss how each of the core values should be implemented and who shall take up which value.

## XP Core Value: Courage

Since the project is in its budding stage, there is not much to discuss about any of the XP core values. Nevertheless, based on last week's class and readings, I have decided to take up the responsibility of keeping the Courage in my team's project.

- All of my team members are new to Git Hub, Waffle, and other technologies. They got their hands dirty pretty fast in most of the technologies and are completely on board now.
- I took the initiative and started creating the git repositories, the waffle board and also identifying the teams task.
- I plan on keeping an open mind and
  - ~ Refactor the architecture of the system if required
  - ~ Throw away code prototypes if they don't pan out
  - ~ try to receive early feedback and communicate that to the team

More updates to come.

**Gagan Jain:**

# Weekly Journal of XP Core Values

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## Feedback

- Feedback is valuable information, one of the most important means to enhance performance. It helps people evaluate how others perceive their performance.
- Sharing feedback with the team or getting feedback from the team leads to continuous improvement.
- We tried to develop an environment of trust, where feedback is viewed as an opportunity of growth and each person is comfortable sharing feedback.
- In this week's meeting, we encouraged feedback from each member on the project. Based on the feedback we received, some of the members were new to GitHub. So, we had a training session which helped everyone get familiar with GitHub.
- Also, in the meeting, every member gave their feedback on the project activity they found interesting. This helped us in choosing the activity quickly.
- In the coming weeks, we plan to continue having feedback sessions, so that everyone can grow and improve.

**Siddharth Daftari:**

## **XP core value: Communication**

Communication is a vital component in any project. Often there are issues amongst team members due to lack of communication. For example, a developer makes some critical changes in design or code of application without informing other team members. This leads to huge misunderstanding, and sometimes failure of entire project, or a business analyst misunderstands a business requirement due to lack of proper communication with client. Some of the extreme programming practices focuses on value of communication. Hence, it is very important to ensure that each team member is in proper communication with others.

Going forward, I'll emphasize the importance of effective and continuous communication with the team. I plan on executing weekly stand-up meetings to discuss, not just the progress of the project but also ensure that the team is communicating their concerns with each other and re-introduce issues when necessary. In the first week, in order to ensure proper communication for discussion on setting a github account, we used WebEx communication tool for screen sharing. Apart from stand-up meetings, team will continue exploring different, productive ways of communicating with each other.

**Tanmay Bhatt:**

## **Simplicity**

In the of practice of Extreme Programming, Simplicity plays a very important role.

Simplicity ‘simply’ means that “concentrate on today’s work”. It follows an approach in which - in first phase, a team focuses on building a Simple solution probably because of factors such as, requirements might change or there are too many unknowns at first. More functionalities can be added later on when need arises.

Implementing Simplicity in the project can also improve communication, as simple design and coding will definitely be more convenient to communicate among the development team.

Additionally, as at the start of the project, no one is sure that which requirements will be essential and which will be extraneous, so using simplicity we can follow “You aren’t gonna need it” (YAGNI) approach. Which state that programmers should not add more functionality to the project until it’s deemed necessary. Because requirements might become irrelevant and if so all the time and money spent on the implementing that will go to waste.

As we are at start of our project, with a team of five people who don’t know much about each other’s technical skills and depth and breadth about the subjects, i believe that keeping a project simple at the start can lead to greater good and efficient solution. As we are finalizing our project, there are many unknowns, we haven’t decided yet that how we can expand our initial solution. So it will be better that we start with simple solution of our project, which will give us not only confidence but also the facility of expanding the projects by incorporating additional features later on like adding an Object Oriented approach, design patterns et cetera.

In our first meeting, we have all decided to follow approach of Simplicity by designing and coding in a simple approach, covering requirements in phase by phase manner.

These are key values of Simplicity which i learned from variety of sources and i along with the team surely try to incorporate Simplicity Value into our programming so that we can follow best practices of Extreme programming.

**Rushikesh Pawar:**

## Respect as an XP Value

-by Rushikesh Pawar

As they say, a man only receives as much respect as he gives. Respect is a very important value in Extreme Programming software methodology. We are committed to follow this XP value while throughout this project. All the team members are aware of it and have been following this since day 1 of the project commencement. Following examples serve as a way to show how we, as a team are committed to this value-

### 1) **Project Decision:**

All the team members were open to listening ideas from other team members while deciding on the project to be developed. After given much thought to each and every idea, we unanimously agreed upon implementing “Finite State Automata” as our project

### 2) **Helping and Supporting Team Members:**

I was not much experienced in using Github so I needed help in setting up Github. Team members Aditya and Gagan were very helpful in setting up Github accounts of other team members. Both have guided me through WebEx during the set-up process.