

## Week 2: September 25

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

Name: Adithya K.L.N

TA: Rekha Shankar Reddy

Instructor's Name: Paul Nguyen

September 25, 2016

# Team Progress Report and Journal

- We have started using the Waffle Board in full swing now. Each of the team members will operate on the waffle board every week starting this week.
- Each of us were assigned to issues and we each moved our issues in the board once we were done. It was a good way to let the team know what we are working on, whether we needed help or not, even though we meet almost thrice a week.
- We sat together and did mock runs of the game on paper to see what we were dealing with.
- We then worked on the
  - scope of the project,
  - user story
  - layout of the game world
  - extended scope of the project (making it more interactive)
- Here is a team selfie of the group from week 2's meeting.



Name: Adithya K.L.N

TA: Rekha Shankar Reddy

Instructor's Name: Paul Nugyen

September 25, 2016

## XP Core Value: Courage

- While working on the mock runs of the game, we scrapped a lot of trials. We finally decided to actually play the game ourselves on paper.
- This helped us narrow down the scope and the requirements for the project.
- We also worked on the initial UI or the Game World with all the islands and routes.

In doing so, we also had to scrap out a few prototypes as well.

- Just so we can avoid major architectural flaws I suggested that we
  - gauge feedback for the game early on
  - start off with a small prototype and the most basic level and evolve on it
- I kept in mind the values of courage all throughout the game and assumed it was quite early to implement those values, but I could definitely gauge what it means to “keep” courage and guide the project.

More detailed updates to come in progressive weeks.

Gagan Jain

# Weekly Journal of XP Core Values

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## Feedback

- This week we had discussions on various issues such as scope of the project, design, user stories, use cases etc. The discussion was open to ideas and everyone gave their points on the issues.
- Feedback was taken after each issue was discussed. This helped us in gaining insights about each other's viewpoints. Everyone was satisfied with the overall discussion as everyone's issues were addressed and taken into consideration before closing the issue.
- The feedback session was successful because we maintained the trust environment and everyone was comfortable in sharing their ideas.
- As such, we can see that by incorporating feedback as a value, we are growing as a team. We plan to continue this session in the coming week as well.

Rushi Pawar

## **Journal Week 2: Respect as an XP value**

As we proceed further in designing and finalizing the project idea, the team has shown extraordinary display of respect towards other team members.

This has benefited to the operation of the team and has enabled us to work as one solid unit! Each and every team member made sure that everyone gets to present their ideas and their thoughts are given due consideration. If the idea suggested by one team member was not convincing enough or seemed little impractical to others, it was conveyed politely through the dialog.

During team meeting, conversations were very productive and atmosphere was light and cheerful. Every one of us got a chance to suggest changes and everyone was willing to accept the ideas if they sounded innovative.

Apart from this, team members were respectful about time boundaries of other team members as every one of us had busy schedule. We had to postpone team meetings 2-3 times but no one complained. I think that's very rare.

We hope to uphold this precious value in meetings to come...

Siddharth Daftari

Weekly Journal  
XP core value: Communication  
Siddharth Daftari (student id: 011457004)

This week we had a standup meeting on 20<sup>th</sup> of September, 2016. Some crucial points were discussed regarding the project. Each team member was given a chance to explain their own understanding of the project to other team members. If a member disagrees on a particular point presented by another team member, a healthy discussion is initiated over that point. The arguments from both points of view are considered and a mutual consensus is reached based on the reasoning provided by them. Also, in case when a team member is not able to understand any particular topic or issue in the project, team members are responsible enough to take an initiative and try helping fellow teammate.

Apart from the project related communication, the team members also communicate and socialize on various social or fun events in college. The team members now have a better understanding amongst each other. An environment of friendship and harmony is created among the team members. We as a team also practice the process of reviewing the work of each other. This leads to a situation where every team member has some or all idea of what and how other members are working on their assigned tasks. This way if there is an absence of one team member due to some reason, then other team members can take responsibility of that member till he returns. Being an advocate for communication as an XP core value, I will always try to ensure that proper communication is maintained among team members.

Tanmay Bhatt

# Team Project - Journal

## Simplicity

- 17<sup>th</sup> September 2016

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.

- 22th Sepetember 2016

On the 20<sup>th</sup> September, we had a project meeting to discuss the project requirements, scope, design and workflow. We all members presented our ideas regarding the Finite State Autometa – Treasure Hunt game implementation. We all agreed upon the idea of developing a Simple Tresure Hunt scenario with few island each having two paths to different island, a user controlled Ship which travels to specific island based on the user's decision.

We will developed and deploy the initial-simple solution first, and after iteratively will continue to add more functionalities to it. I think there are two benefits of following this methodology. Firstly, it will provide simple and easy to understand design and code. All team members can easily understand and review eachother's code, as the design is simple. Secondly, it will be easier to implement new requirements or change requirements as only a portion of the code will need to be altered. Instead of removing a total module and having to rewrite it completely.

We have also discussed, extended scope of the project by making the game more interactive, but we will progress iteratively and will add new requirements as necessary, so that we can maintain simplicity.