

Week 8: November 20

Team Name: 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>Team's BurnDown Chart</u>
	<u>Tanmay Bhatt</u>	
	<u>Rushikesh Pawar</u>	

Journal Entries

Adithya K.L.N
Instructor's Name: Paul Nguyen
TA: Rekha Shankar Reddy
November 20, 2016

XP Core Value: Courage

Working on design patterns, it looks like Command is one of my favorite patterns. But I settled for implementing the Chain of Responsibility instead. I have uploaded the implementation in the code. Most large programs that we write, games or otherwise, we end up using it somewhere. All the team came together with their implementations of the design patterns. We spent most of the time discussing the pros and cons of performing the same task with many patterns.

This week we are also looking forward to getting a couple of under graduate non-CS people to test out the game and record feedback and work on it. More about that next week.

In terms of the game being multiplayer, our idea was to use a socket and get the status of the each of the game worlds and show it to very other player. But for now we have gone with implementing the scoreboard on every one's window and then constantly refreshing it with get operations from the server. I have encouraged the team to keep an open mind and leave some room for expanding or editing the project so that we can use sockets instead of constantly refreshing the scoreboard. Since most of our attention was on the design patterns we did not give this much thought. We will be doing that this week. Even though this is going to be the final idea for the project I still am asking the team to have the courage about scrapping this certain code module and using it on an alternative means of keeping the multiplayer concept alive in the cloud. We also met with the professor to discuss this idea.

Gagan Jain

Weekly Journal of XP Core Values

Feedback

- In this week's meeting, we debugged each other's code, to ensure that the integration doesn't fail.
- Constructive criticism was encouraged and the team ensured that it was taken in the positive sense. We managed to integrate the code after implementing the design patterns.
- This experience of getting and giving feedback on each other's work has boosted everyone's confidence.
- The waffle board has been updated and most of the backlog items have been moved to the done stage.
- This week we had a hackathon, where we tried to develop an application by implementing design patterns like decorator and composite through restlet.
- All these tasks were possible only by having feedbacks and respecting everyone's opinion.

Rushi Pawar

Week 7, Respect as an XP Value

This has been a fantastic journey so far! Working with an enthusiastic team for more than 2 months is such an enriching experience. Moreover, learning XP values with this team and following them religiously throughout the project development has taught all of us a lot about teamwork, friendship, companionship and being helpful human beings! This was made possible by following one of the crucial XP values among others- Respect!

Respect is something that should come from within. There's a saying "Give Respect, Take Respect". Which interprets as- in order to receive respect from others, you must know how to respect others first. This holds very true, especially if you're working with a team, where opinions of the team members might be conflicting some times. What matters, is how gracefully and respectfully you resolve these conflicts, without hurting other team members' sentiments and ego.

True leaders are those who know how to handle the egos of their colleagues and deputies. This being a team project where all the members are working at the same level, this becomes more important. Thankfully, our team had good rapport and understanding between each other so this was never a problem.

Apart from project, we worked together in 2 hackathons, which demanded a very high level of coordination among team members. Though we couldn't complete the tasks in given limited time frame, we were satisfied by the way we coordinated with each other and supported each other. Also, brainstorming in such crucial situations gets even more stimulating which makes the entire process rather enjoyable.

Working with this team has taught me many things about software development process, XP values, coordination, communication, honoring and applauding the efforts of fellow teammates and most significantly-the teamwork! When I look back at it now, I believe 'Respect' for fellow team members was the bedrock of all this—the foundation on which this team project was built. This project has not only given us all handy experience but it has also given us friendship based on appreciation for our work, honor and mutual respect for the things we do.

After more than 2 months now, I believe the real objective of this project—to teach us values crucial to be a good software engineer, has been achieved. I hope I get to work on many such projects in days to come, which will help me grow as an engineer, a programmer, a leader and most importantly—as an individual!

To summarize it all in one sentence—Respect for others is the key and the foundation for every software development process; as well as everything else where individuals come together to work as team!

Siddharth Daftari

XP core value: Communication

This week the focus was on how to bring, the development of the design patterns done by different team members, together; and to work on the UML diagrams for the application and to dockerize the server so that we can deploy the application on AWS. It was a productive week wherein our team members discussed on how to integrate each other's code for design patterns. We faced some challenges while doing so because of the complexity of design patterns but it was a good exercise from communication point of view. Also, we discussed regarding the UML diagrams of the application or game. We distributed the work and each member is assigned one diagram.

This being the last journal entry for the project, I would like to say it was a great experience and a good learning activity; not only from new methodologies we learned but also from the values that each team member adopted and ensured that it is maintained throughout the development of the project. As an advocate of communication skills in the team, I was glad to have such a responsibility and will remember and use this learning and experience in future projects that I work on.

Tanmay Bhatt

Team Project - Journal

Simplicity

In this week's meeting our team decided to add design patterns in our project to simplify the functionalities and to make sure loose coupling of logic with data. Each team member researched about the patterns and where they could be applied in efficient way. Finally, each team member picked different pattern which when applied server it's purpose of increasing simplicity and making code easy to understand.

I worked on and implemented State Machine pattern. This pattern is applied to figure out status of ship(player) at any point of time in the game. The ship could be on Ordinary Island, Treasure Island or travelling. Accordingly, logic is implemented which is appropriate to the state the ship is in. This simplifies the code in a way that, class is responsible and only need to implement only event occurring when ship in that state.

We are also making sure that each member applies pattern in such a way that, the resulting code become compatible with rest of the code of the game. We believe that after applying these patterns our code will become more robust, coherent and simple. Additionally, we have also worked on implementing timer logic to make a timer based game in which multiple players can join and play game for certain time and at the end of the time, winner(s) will be displayed by the server.

We will be testing our code now to ensure stable running in all scenarios along with minor changes.