

Week 7: November 13

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 13, 2016

XP Core Value: Courage

I dealt most of this week re-writing code for the Route A and Route B java files. Speaking in terms of courage it was not exactly “scrapping code and throwing it out” but it still was a lot restructuring of the code in this stage of development. I added the fuel needed weights to the traverses for each of the Routes, A and B. This is more or less similar to the edge weights of each of the route. It loosely translates to the fact that every traverse of either of the ships will be calculated as Fuel Needed. Based on this logic, the next islands for each of the route was decided.

On the design front, based on the Design Patterns class we came up with a couple of patterns that we could implement but we could not see solutions on the integration front. The next will be spent.

All the while updating the code to improve, UI, optimizing traverse routes, and straightening out old issues. I always make sure that the team is reminded of it's duty to keep up the courage at all times and not set things in stone, and keep an open mind about editing and willing to let go carefully developed modules in-case they do not serve the purpose anymore or take more time than required.

Gagan Jain

Weekly Journal of XP Core Values

Feedback

- The past design worked well with the existing requirements. But, after introducing new changes, the team found flaws which didn't let the integration easy.
- So, this week's session was to get consensus on the design solutions developed for the project. Everyone had some innovative idea to offer, so we had to give a thought to each one of them.
- Some changes that were introduced failed, as they didn't integrate well with the existing code. So, we had to further simplify the design.
- We have updated the backlog items on the task board after distributing the ownership of the backlog.
- All these tasks were possible only by having feedbacks and respecting everyone's opinion.

In the coming weeks, we plan to continue having feedback sessions, so that everyone can grow and improve.

Rushi Pawar

Week 7, Respect as an XP Value

Project is moving towards completion now. Team members are working hard in this phase. With increasing academic load as the semester is progressing in its second half, it's difficult to manage keep the steady pace of development but so far, all the team members have managed it in an outstanding way!

We have come a long way since the beginning of this project. From studying XP values in classroom to actually following and implementing them in practice, this journey has been wonderful so far. Critical challenges are coming ahead when we'll be deploying this project on cloud using Docker container facility.

Following respect as a value in practice is crucial for unity and cooperation in the team. It increases the opportunities to learn from others as respect promotes honoring others' opinions and providing a room for opinion contrary to one a person has. Respect enables a team to work as a single unit by making each member feel like being an integrated part of the whole unit! A part, that is equally important and mandatory for the team to move towards target.

I am able to write this through my own reflections of the things we have been able to achieve as a team; be it participating in hackathon together or brainstorming on design issues of the project. Our team has always valued this principle in all our activities.

This week was particularly hectic as compared to the previous week. We couldn't meet personally so we had to conduct a brief WebEx session. We kept updating each other about the progress we have made on phone and that was as effective as actual team meeting. Helping other team members comes naturally to all of us, this has fostered our relations with other team members.

In the last phase of project implementation, we intend to follow the practices we have been following and honor this noble value of respect!

Siddharth Daftari

XP core value: Communication

Another productive week. Especially in terms of communication. It started off with me reminding the team the importance of communicating problems to each other and also applying positive re-enforcement by encouraging each other to do better.

Similar to last week in the process of the developing the multiplayer functionality we chose to create a scoreboard that can be tracked on every console of every individual player. So all that is updated is the scoreboard and that is what would be updated on every player's console. In this process, we refactored a lot of the changes for the scoreboard code based on discussions related to the multiplayer functionality.

Another important part in this week was the Saturdays class on design patterns. We all went through the design patterns to see which patterns fits our model the best. We will obviously be considering a lot of factors in deciding the pattern. I predict that a most of the next will be spent on implementing these patterns. During this implementation communication among team members will play a vital role because when it comes to merging different patterns and refactoring the code accordingly; it takes a lot of brain storming on devising a proper strategy for the same.

Tanmay Bhatt

Team Project - Journal

Simplicity

In this week's meeting, our team has decided to test the successful working of our game on a multiplayer platform. We are developing simple testing scenarios to examine behavior of our game logic and to insert error handling mechanisms. Additionally, we have decided to transform our code into more simplified one where each class will have only necessary and essential functionalities. To accomplish this objective, we will be implementing Software design patterns into our code, which will boost simplicity. Our team is currently learning different design pattern models, so that each team member can incorporate appropriate design pattern taking into consideration that it must work well with the pattern implemented by another team member. We hope that this will create a coherent design and code, which will be easy to understand and implement in a simplified manner.

We are also coordinating on improving the game like improving UI, touch-ups, test cases and launching it on the cloud.