

# Team Project (Part 1)

**Team Name:** Wings (Group10)

**Team Members:**

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**Link to Team's GitHub Repository:**

<https://github.com/Wings10/Team202>

**Link to Team's Task Board:**

<https://waffle.io/Wings10/Team202>

**Link to Team's Kanban CFD Google Sheet:**

[https://docs.google.com/spreadsheets/d/1kf\\_uHGVf4TQV1pqF8b2Fm\\_A0p-bCOZ8Kk2hiE0guYPQ/edit?usp=sharing](https://docs.google.com/spreadsheets/d/1kf_uHGVf4TQV1pqF8b2Fm_A0p-bCOZ8Kk2hiE0guYPQ/edit?usp=sharing)

## Week One Journal

### Feedback

Huiyu Yang

When we talked about our project and about what topic should we chose, we got a lot of feed back from our team members. We agree that this project is a best chance to get more familiar with the frequently used algorithms. As quick sort is one of the most widely used sorting algorithm in the realms of computing, we chose quick sort as our topic. We set the first team meeting on Friday morning in the study room of library and the feed backs are good, so that we settled down the future weekly meetings. On the contents of backlogs we also came up with several plans and discussed the cons and pros of each one, then made the decision according to team members' feed back. Although things might change in the future, we agree that this plan is the best one for now. This is also the value of feedback, that we can make changes, modifications and new plans during the project, so that we won't go far away from our main road.

## Respect

Qianwen Xie

Among all the other XP core value that introduced by my teammates, respect was proposed in the second edition in extreme programming explained wrote by Kent Beck. However, it is important to stress that respect is the basis of other XP core value. Just imagine if no one cares about other people's work, disrespect and indifference. Nothing would be accomplished no matter how talent the individual is or how advanced the technology it used.

Here are some examples we should avoid in the following weekend as we discussed in the first meeting. Extreme personality and self-awareness instead of considering other people's opinion, inefficient personal working condition which leads to a bad influence to others, not responsible for bad smell in coding etc. In short, every individuals has to be respectful for other people's contribution. Respect is the key part for carrying out other XP core value.

According to the first meeting we had last Friday, our first task is to make sure every team member got equally respected by other people. Even though we may come from different coding background, culture or even religious, everyone has agreed to respect each individuals' work and effort. In addition, we have decided to implement a sorting-algorithm game in the unplugged websites for students who is interested in learning some computer science stuff in their early age. In the discussion, every team member has a chance to express themselves about how to design and implement the

task. With respect, I think other XP core value will be carried out well and we will do a great job in the following weekend.

## Courage

Hui Wan

A person alone may lack courage but a team will never. Before our first meeting, I feel a little overwhelmed since nothing had been setup before and we need to design everything by our own. But after the first group meeting, my worries are gone and I become courageous enough facing our project.

Even though our team members come from different background, we share thoughts and gain confidence via communicating. We find our common interest in the sorting algorithm but diverse in the way demonstrating the sorting process. After combining ideas together, we figure out the way to present. Each valued team member has to have the courage to throw prototypes even codes away, and re-factor the architecture of a system. We gain confidence in adapting to changes. Besides setting up the goal, we break down the project into smaller pieces in Waffle and Github. Clarifying the requirements and individual jobs makes lives easier. No matter challenges, errors and blockings ahead, we will be honest about our progress and estimates throughout the whole process, and conquer the problems along the way.

## Communication

Jiheng Lu

Communication is one of the XP Core Values. It is so important that a team cannot make progress without communicating well. I will show how our team keeping this value throughout the project. Our daily activities are based on communication. Each team member need to work parallel instead of waiting on others to finish their components, therefore, communication is crucial.

Everyone is part of the team and we communicate face to face weekly. We will work together on everything from requirements to code. We will create the best solution to our problem that we can together.

This week is our first meeting. We sit together, set the goal for the project and break down the job into smaller pieces. Everyone is part of the team and it is efficient that we sit together, communication face to face and collaborate on the project. Shorter distance does stimulate casual interactions and conversations. After browsing CS Unplugged, we share our ideas and find out our common interest is about digging into the sorting algorithm. So we reach to the goal that it would be very useful if we can demonstrate the quick sort algorithm to people.

## Simplicity

Hanping Lin

This week we have a first project team meeting to discuss our project scope, everyone brainstorm and give the opinion about what we should do with our project, we generate many thoughts on the requirements and scenarios defined in the CS

Unplugged website, and do a lot of research on the idea and technology on how to implement this project. As we progress, we manage to avoid the complicated projects, which may require integration of many user scenarios, and we also manage to cut the branch option which may require complicated technique.

Finally we are able to narrow the project scope to simply realize the algorithm game by using Greenfoot. We decide to start the project from everyone is involved in discussion of the project flow, and we design specific task to fill the backlog that we all agree on. By using the backlog, the simplicity is obvious; each team member can pick the task they decide to complete. And because we turn this project into dozens of relatively small task, the story scope become specific, we can expect the progress will be measurable and finish on track.

Though we assume that we have thoroughly researched the project and write the suitable task flow to manage our plan, I believe we should keep following the simplicity design principle when we encounter the future change in the project, trying not to make the project into complicated state and everyone in the team are still capable to enjoy what simplicity brought us.