Project Review Summary

csci205_Final_project

Project Details

Members

- Anne Glenning
- Katie Plone
- Max Harar
- Sam Vickers

Project Retrospective

What was your initial goal?

Design and Implement MineSweeper, with a competitive AI

What did you achieve?

Design and Implementation of MineSweeper

What went well in the project?

The javafx Styling of the project

What could be improved?

Class Relationships

What would you change if you did the project again?

Make Class Relationships less convoluted

Charts

Health Bar

Project Health
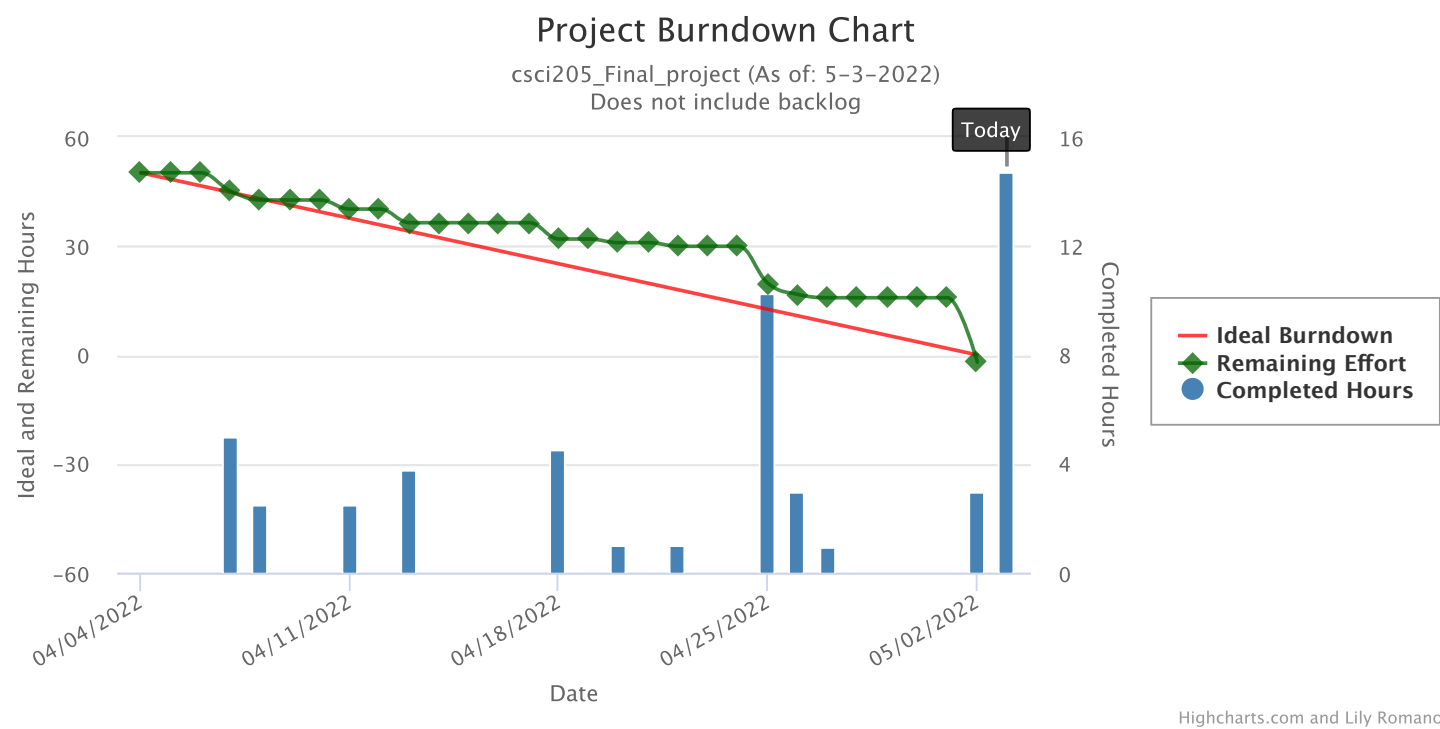
csci205_Final_project (As of: 5-3-2022)
Includes backlog

Unstarted (0h) Started – Remaining (0h) Spent (52.17h)
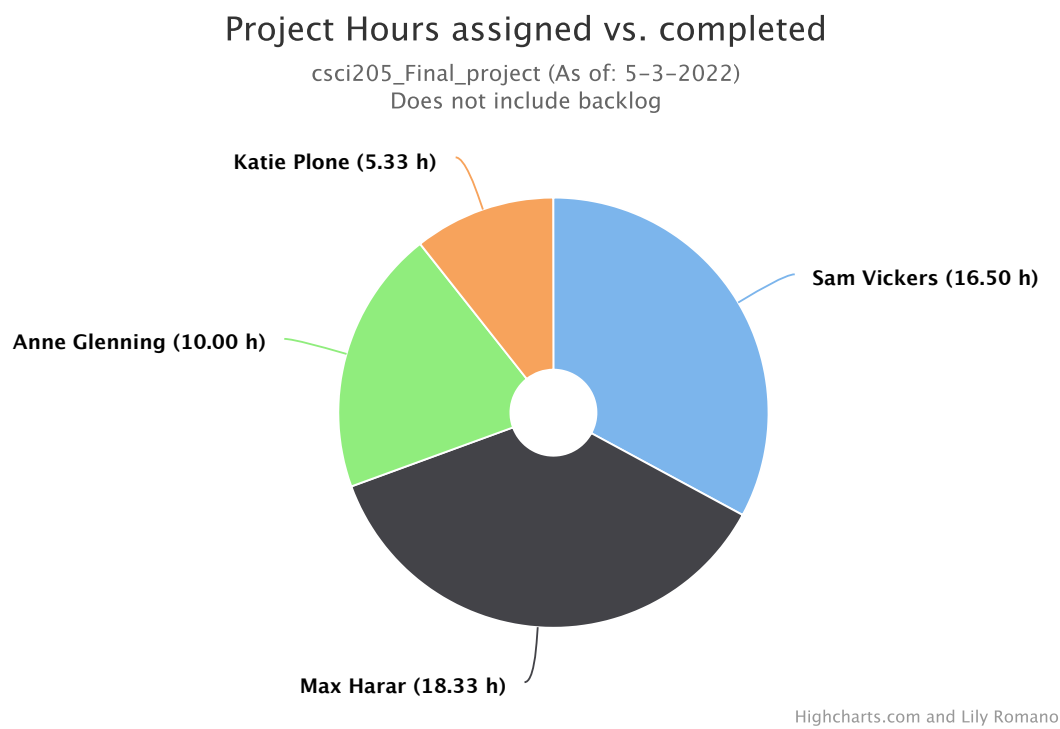
Highcharts.com

Our project health chart looks very good, however not everything was enter. We were unable to make an AI to play the game .

Burndown Chart

We spend too many hours working on the project on the 3rd of May. Overall, we did a good job spacing out the work.

Assignee Chart

Sam and I spend a significant amount of time doing Technical tasks while Anne and Katie spend alot of time working on the documentation and upkeep of AIE code.

Name	User Stories	Bugs	Tech. Tasks	Design Tasks	Spikes	Doc.
Anne Glenning	0	0	1	0.5	0	8.5

Name	User Stories	Bugs	Tech. Tasks	Design Tasks	Spikes	Doc.
Katie Plone	1.33	0	0	0	0	4
Max Harar	0	1.25	15.58	1.33	0	1.5
Sam Vickers	0	1	14.17	0	0	2

Sprints

Sprint 1

Dates:
4-4-2022 to 4-13-2022
Description:
Review:
What went well in the sprint?
The overall development of the game went extremely well. Our game is pretty much working at the current moment, we need to refine it and add some extra things.

What could be improved?
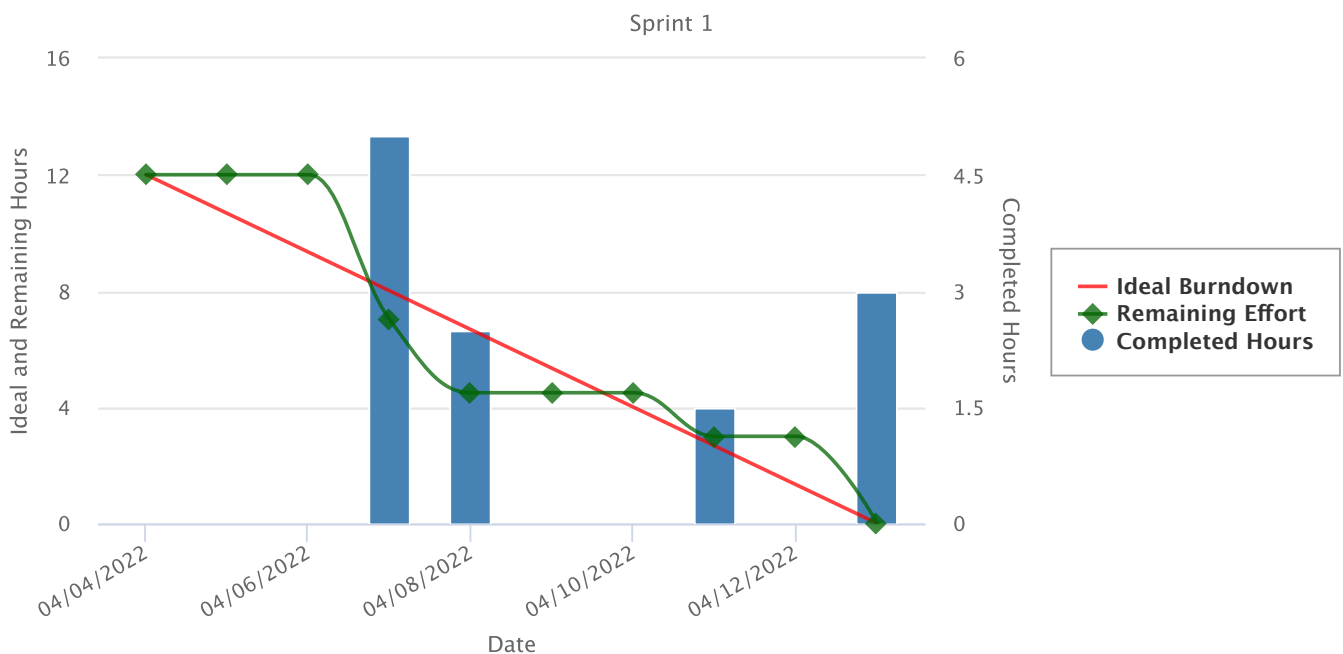Our documentation should be improved, along with keeping AIECode better updated.

Are you on track? What is your plan if not?
We are on track

What will you improve on in the next sprint?
Keeping AIECOde better updated, and including javadoc as we code.

Sprint Burndown Chart — Sprint 1

Highcharts.com and Lily Romano

Sprint 2

Dates:
4-13-2022 to 4-18-2022
Review:
What went well in the sprint?
We have been able to clean up the code and fix some bugs that were affecting the game together.
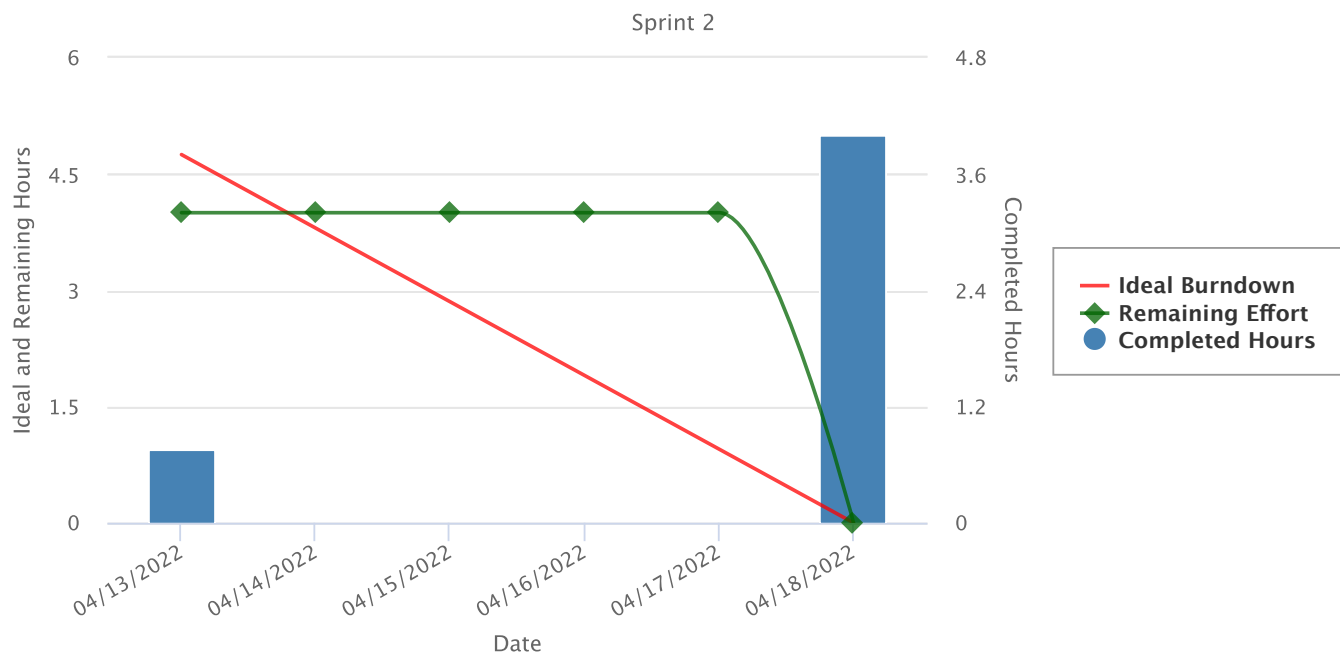
What could be improved?
We will work on adding javadocs in the moment instead of later.

Are you on track? What is your plan if not?
Yes we are on ahead of schedule.

What will you improve on in the next sprint?
We will be working on the AI and visuals.

Sprint Burndown Chart — Sprint 2

Highcharts.com and Lily Romano

Sprint 3

Dates:
4-18-2022 to 4-25-2022
Goal:
Work on visuals and AI.
Review:
What went well in the sprint?
We added a lot of java doc, which was important since we needed to catch up.

What could be improved?
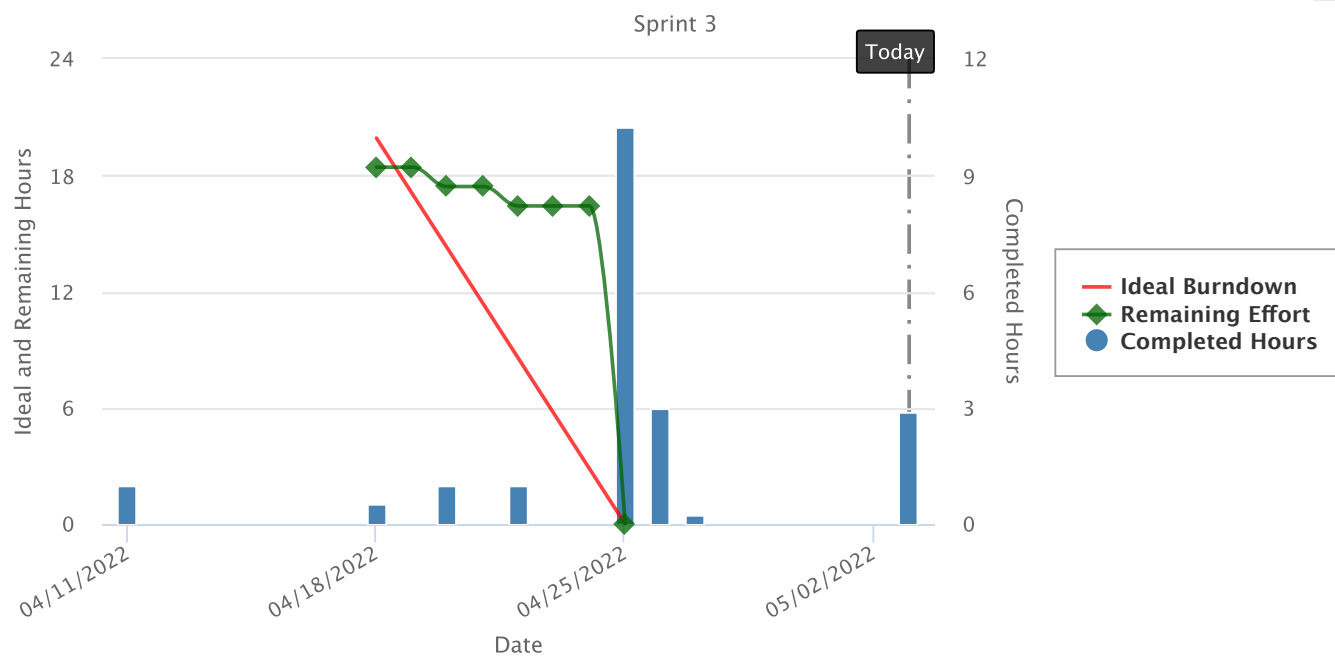The styling and formatting to make it look pretty.

Are you on track? What is your plan if not?
Yes we are on track, or ahead even.

What will you improve on in the next sprint?
We will be adding an AI so the player can play against the AI to win.

Sprint Burndown Chart

Sprint 3

Highcharts.com and Lily Romano

Sprint 4

Dates:
4-25-2022 to 5-2-2022
Goal:
We will be attempting to add an AI.
Review:
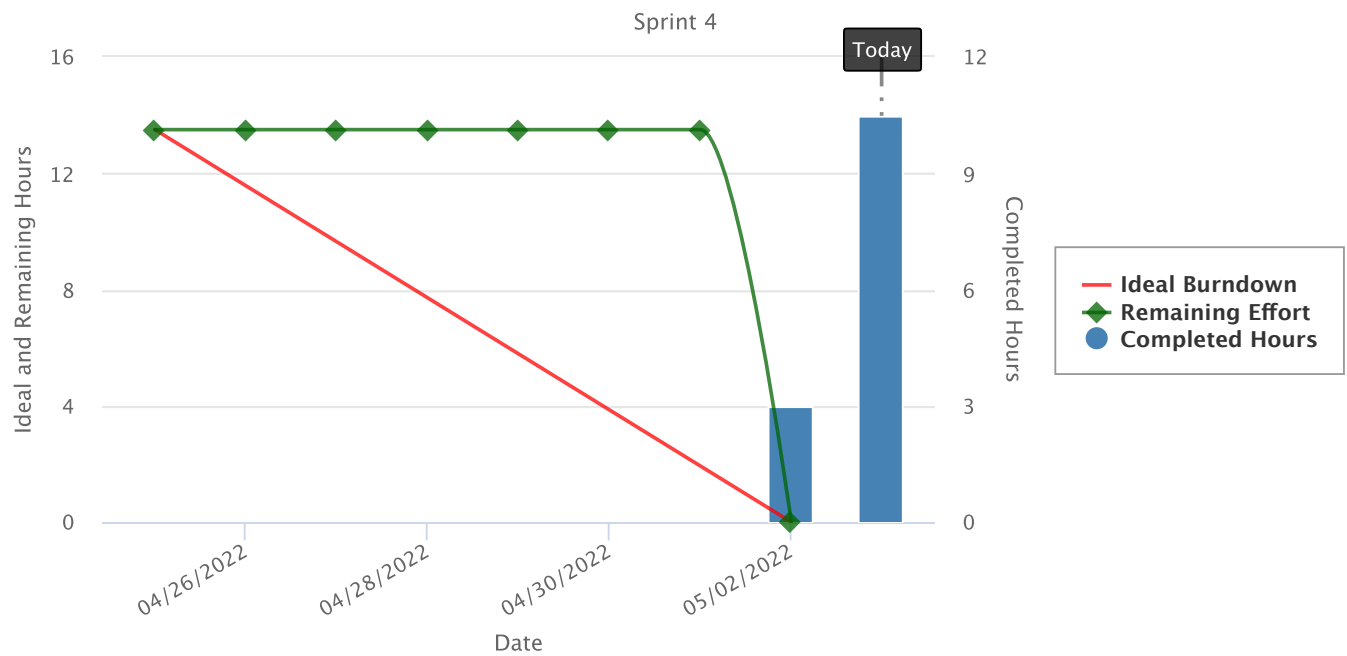**What went well in the sprint?**
Refactoring our code

What could be improved?
class relationships

If you were to continue the project, what would you improve on in the next sprint?
AI coding

Sprint Burndown Chart

Sprint 4

Highcharts.com and Lily Romano

Personas
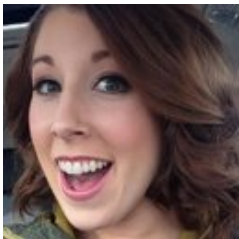
Elizabeth Wood

Quote

I really enjoy playing games that are interactive and vibrant, it makes it so fun to play!

Narrative

Elizabeth enjoys games that are interactive and have a lot going on on the screen. She likes one player games that she can play wherever, whenever.

Oliwier Levang

Quote

I love working with data.

Narrative

Oliwier enjoys the process of cleaning data and making it useable for data visualizations. He believes that when it comes to creating data visualizations that data cleaning is one of the most important parts.

Edwin Watkins

Quote

I am a winner in all aspects of life.

Narrative

Edwin plays games to win. He enjoys single player games where he can compete against the computer or multiplayer games where he can compete with other players. He is very competitive.

Elle Aarvik

Quote

I'm just here to have fun.

Narrative

Elle enjoys playing games with no goal other than to have fun. She prefers single player games where she can choose her own paths and not worry about competing with another person or winning.

Table of Work

Showing 1 to 49 of 49 entries
Search:

Title	Type	Est.	Spent
closed (49)		52 h, 10 m	0
Sprint 1 (12)		12 h	12 h
Added New User Stories	Documentation	30 m	30 m
Binding and Events	Technical Task	1 h	1 h
Board and Cell Class Javadocs	Technical Task	30 m	30 m
Changing Color and Flagging Bombs	Design Need	1 h	1 h

Title	Type	Est.	Spent
Creating Cell and Board Class	Technical Task	2 h	2 h
Creating Game Class	Technical Task	4 h	4 h
Creating UML	Documentation	30 m	30 m
Ideas	Documentation	30 m	30 m
Style Sheet	Design Need	30 m	30 m
Updating UML	Documentation	30 m	30 m
Updating UML part 2	Documentation	30 m	30 m
User Personals	Documentation	30 m	30 m
Sprint 2 (7)		4 h, 45 m	4 h, 45 m
AIE CODE	Documentation	30 m	30 m
Bug Fixing (gaps in board, view width increase on restart)	Bug	45 m	45 m
Fixing Unflagging Bug	Bug	1 h	1 h
GameTimer	Technical Task	45 m	45 m
Managing aiecode	Documentation	1 h	1 h
Refactoring	Technical Task	15 m	15 m
Updated UML part 3	Documentation	30 m	30 m
Sprint 3 (17)		19 h, 55 m	0
Adding Additional JavaDoc	Technical Task	30 m	30 m
Adding JavaDoc	Technical Task	1 h	1 h
Bug Fixing	Technical Task	1 h	1 h
Dynamic Flagging Label and Flagged Count	Technical Task	2 h	2 h
Dynamic View	Technical Task	5 h	5 h
Edwin Watkins	User Story	10 m	10 m
Elizabeth Wood	User Story	10 m	10 m
Elle Aarvik	User Story	10 m	10 m
Game End PopUp Research	Design Need	0	0
Game Win Mechanics	Technical Task	1 h	1 h
GameEnd PopUp	Technical Task	4 h, 15 m	4 h, 15 m
Improved Bomb Logic	Technical Task	1 h	1 h
NullPointer on --(bomb click?) - in HighScore dataset logic	Bug	30 m	30 m
Oliwier Levang	User Story	10 m	10 m
Resetting the game, top bar in GUI	Technical Task	1 h	1 h
Updated UML part 4	Documentation	1 h	1 h
Updating AIE documentation	Documentation	1 h	1 h
Sprint 4 (12)		13 h, 30 m	13 h, 30 m
Adding Additional JavaDoc	Technical Task	30 m	30 m
Cleaning/Tests/Touch ups	Technical Task	3 h	3 h
Edwin Watkins	User Story	10 m	10 m
Elizabeth Wood	User Story	10 m	10 m
Elle Aarvik	User Story	10 m	10 m
Finished the UML	Documentation	30 m	30 m
Game End PopUp Research	Design Need	20 m	20 m
Oliwier Levang	User Story	10 m	10 m
Updating Aiecode	Documentation	1 h	1 h
Updating the UML	Documentation	2 h	2 h
Working On Write Ups	Documentation	1 h, 30 m	1 h, 30 m
Write Ups	Documentation	4 h	4 h

Title	Type	Est.	Spent
Backlog (1)		2 h	2 h
Refactoring	Technical Task	2 h	2 h

Daily Scrum

- We created four user personas
- We are filling in our work for this sprint
- We are updating our UML diagram as we code
- We are thinking about what direction we want to head in over the next few weeks as the main game is already functional within the console.