Sprint1 Report(Planning)

Sprint planning

We conducted a Sprint Planning meeting on 19 Aug 2022

With our requirements all prepared, decisions made and planning completed including a digital prototype and architectural design, the purpose of next 2 sprints is to complete user stories to improve the game.

This included initialising and deploying the frameworks used by the game, debug it to make sure it will run successfully on local device, then realize new features.
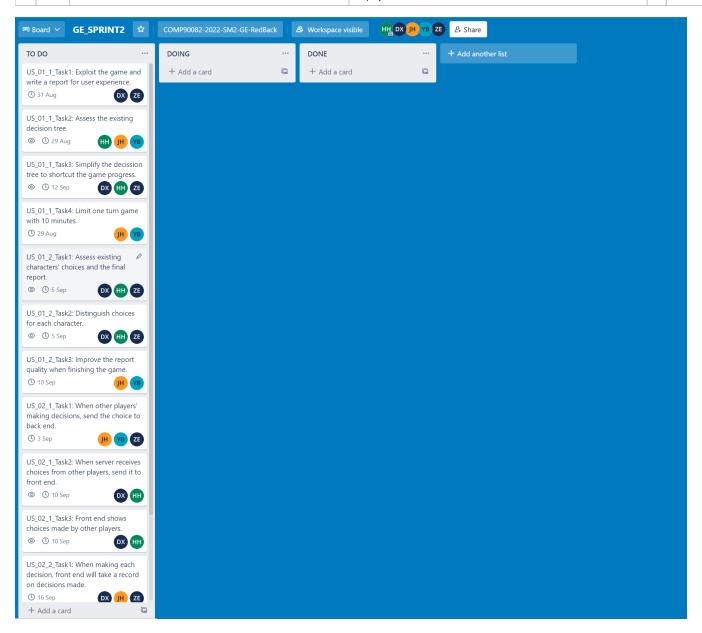
User stories

The following user stories were planned for Sprint 2 and 3. Only 2 features are chosen for Sprint2 as we need time to get familiar with the source code and debug it. Also, we plan to condense new requirements from clients during Sprint 2 and 3 to make the game more interesting.
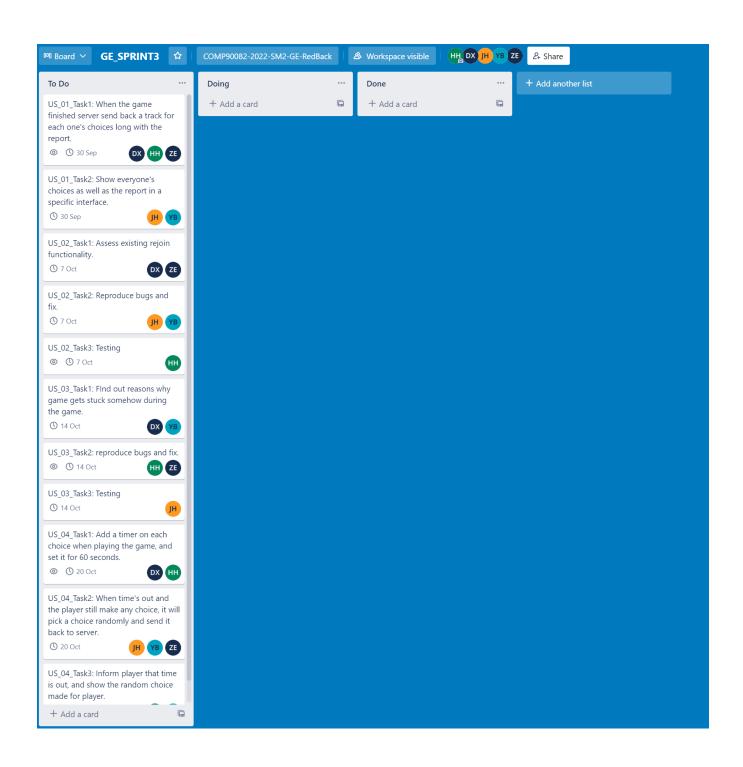
Sprint	User Story	Decomposed Case	Tasks	Point	Priority
2	US_01	Simplify the game process	1. Exploit the game and write a report for user experience.	5	Must Have
			2. Assess the existing decision tree.	9	
			3. Simplify the decission tree to shortcut the game progress	9	
			4. Limit one turn game with 10 minutes.	7	
		Improve choices for each character and report	1. Assess existing characters' choices and the final report.	6	Must Have
			2. Distinguish choices for each character.	5	
			3. Improve the report quality when finishing the game.	5	
	US_02	To submit my option successfully	1. FInd out reasons why game gets stuck somehow during the game.	7	Must Have
			2. reproduce bugs and fix.	5	
			3. Testing	6	
3	US_03	To get a overall report that shows decisions made by other users for each questions throughout the game	1. When the game finished server send back a track for each one's choices long with the report.	8	Must Have
			2. Show everyone's choices as well as the report in a specific interface.	6	
	US_04	To be able to rejoin the game session	1. Assess existing rejoin functionality.	5	Better Have
			2. Reproduce bugs and fix.	5	
			3. Testing	5	
	US_05	See other players' choices when playing	1. When other players' making decisions, send the choice to back end.	4	Better Have
			2. When server receives choices from other players, send it to front end.	4	
			3. Front end shows choices made by other players.	4	
		See previous choices when playing	1. When making each decision, front end will take a record on decisions made.	4	Better Have
			2. Build a list interface to show previous choices.	4	
			3. Show previous choices when user click on the list.	4	
	US_06	To add a timer to limit the discussion time for each decision in game	1. Add a timer on each choice when playing the game, and set it for 60 seconds.	5	Better Have

		2. When time's out and the player still make any choice, it will pick a choice randomly and send it back to server.	5
		3. Inform player that time is out, and show the random choice made for player.	5

TO DO   ···

US_01_1_Task1: Exploit the game and write a report for user experience.
🕐 31 Aug   DX ZE

US_01_1_Task2: Assess the existing decision tree.
👁 🕐 29 Aug   HH JH YB

US_01_1_Task3: Simplify the decission tree to shortcut the game progress.
👁 🕐 12 Sep   DX HH ZE

US_01_1_Task4: Limit one turn game with 10 minutes.
🕐 29 Aug   JH YB

US_01_2_Task1: Assess existing characters' choices and the final report.   ✎
👁 🕐 5 Sep   DX HH ZE

US_01_2_Task2: Distinguish choices for each character.
👁 🕐 5 Sep   DX HH ZE

US_01_2_Task3: Improve the report quality when finishing the game.
🕐 10 Sep   JH YB

US_02_1_Task1: When other players' making decisions, send the choice to back end.
🕐 3 Sep   JH YB ZE

US_02_1_Task2: When server receives choices from other players, send it to front end.
👁 🕐 10 Sep   DX HH

US_02_1_Task3: Front end shows choices made by other players.
👁 🕐 10 Sep   DX HH

US_02_2_Task1: When making each decision, front end will take a record on decisions made.
🕐 16 Sep   DX JH ZE

+ Add a card

DOING   ···
+ Add a card

DONE   ···
+ Add a card

+ Add another list

To Do ···

US_01_Task1: When the game finished server send back a track for each one's choices long with the report.
👁 🕐 30 Sep   DX HH ZE

US_01_Task2: Show everyone's choices as well as the report in a specific interface.
🕐 30 Sep   JH YB

US_02_Task1: Assess existing rejoin functionality.
🕐 7 Oct   DX ZE

US_02_Task2: Reproduce bugs and fix.
🕐 7 Oct   JH YB

US_02_Task3: Testing
👁 🕐 7 Oct   HH

US_03_Task1: FInd out reasons why game gets stuck somehow during the game.
🕐 14 Oct   DX YB

US_03_Task2: reproduce bugs and fix.
👁 🕐 14 Oct   HH ZE

US_03_Task3: Testing
🕐 14 Oct   JH

US_04_Task1: Add a timer on each choice when playing the game, and set it for 60 seconds.
👁 🕐 20 Oct   DX HH

US_04_Task2: When time's out and the player still make any choice, it will pick a choice randomly and send it back to server.
🕐 20 Oct   JH YB ZE

US_04_Task3: Inform player that time is out, and show the random choice made for player.

+ Add a card

Doing ···
+ Add a card

Done ···
+ Add a card

+ Add another list

Sprint2 Report

The main tasks we have done in Sprint 2 is debug the game and simplify the decision process.

- A bug-free version can be accessed via this link: https://game-of-ethics-2022.herokuapp.com

Bugs fixed can be seen here: Bug Report

- The simplified decision process can be found here: Decision Tree

The frontend of this project is built by vue and backend is by JavaScript, which are not familiar for the whole team. We spent almost 2 weeks on learning the techs and figuring out the source code of the project.

There is a certain delay on sprint2 because that it took us more time than expected to debug and make sure this game can run successfully. For the rest of time, we focused on rebuild the decision tree to make sure the game can be finished within 20 minutes.
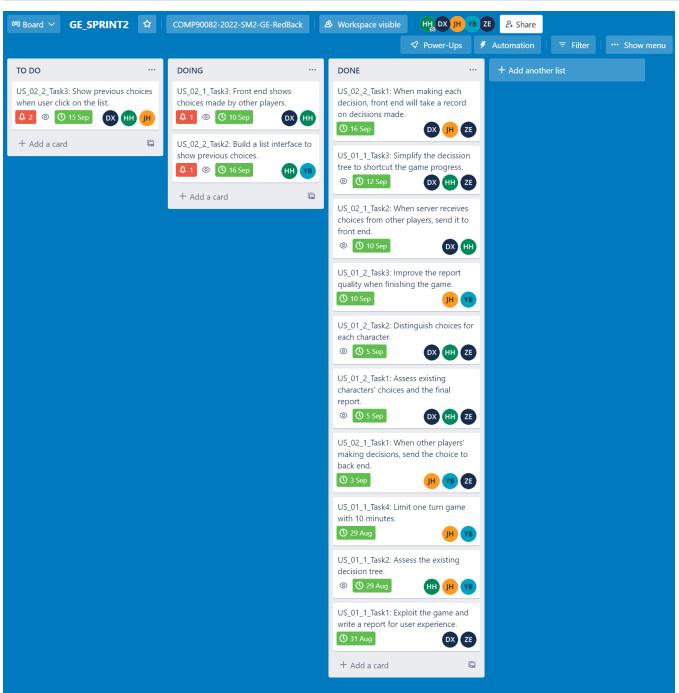
The main problem for this game that prevent it from running successfully is mainly caused by logical bugs. Our team got stuck for a long time during testing and reproducing because the logs didn't show enough information for us to locate the problems. We aim to polish the logs in the future to make debug easier.
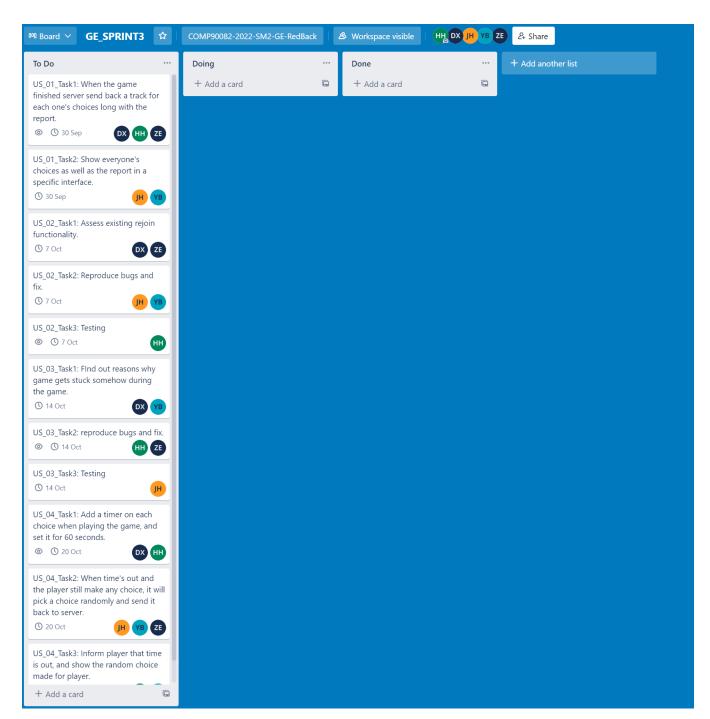
Sprint	User Story	Decomposed Case	Tasks	Point	Priority	Achieved
2	US_01	Simplify the game process	1. Exploit the game and write a report for user experience.	5	Must Have	✅
			2. Assess the existing decision tree.	9		
			3. Simplify the decission tree to shortcut the game progress	9		
			4. Limit one turn game with 10 minutes.	7		
		Improve choices for each character and report	1. Assess existing characters' choices and the final report.	6	Must Have	✅
			2. Distinguish choices for each character.	5		
			3. Improve the report quality when finishing the game.	5		
	US_02	To submit my option successfully	1. FInd out reasons why game gets stuck somehow during the game.	7	Must Have	✅
			2. reproduce bugs and fix.	5		
			3. Testing	6		

In Sprint 3, we plan to impletent the following user stories:

Sprint	User Story	Decomposed Case	Tasks	Point	Priority
3	US_03	To get a overall report that shows decisions made by other users for each questions throughout the game	1. When the game finished server send back a track for each one's choices long with the report.	8	Must Have
			2. Show everyone's choices as well as the report in a specific interface.	6	
	US_04	To be able to rejoin the game session	1. Assess existing rejoin functionality.	5	Better Have
			2. Reproduce bugs and fix.	5	
			3. Testing	5	
	US_05	See other players' choices when playing	1. When other players' making decisions, send the choice to back end.	4	Better Have
			2. When server receives choices from other players, send it to front end.	4	
			3. Front end shows choices made by other players.	4	

				4	Better Have
	See previous choices when playing	1. When making each decision, front end will take a record on decisions made.		4	Better Have
		2. Build a list interface to show previous choices.		4	
		3. Show previous choices when user click on the list.		4	
US_06	To add a timer to limit the discussion time for each decision in game	1. Add a timer on each choice when playing the game, and set it for 60 seconds.		5	Better Have
		2. When time's out and the player still make any choice, it will pick a choice randomly and send it back to server.		5	
		3. Inform player that time is out, and show the random choice made for player.		5	

Board ∨ **GE_SPRINT2** ☆ COMP90082-2022-SM2-GE-RedBack   ⚙ Workspace visible   HH DX JH YB ZE   ⚊ Share

◇ Power-Ups   ⚡ Automation   ☰ Filter   ⋯ Show menu

TO DO ⋯

US_02_2_Task3: Show previous choices when user click on the list.
🔔 2   👁   🕐 15 Sep   DX HH JH

+ Add a card

DOING ⋯

US_02_1_Task3: Front end shows choices made by other players.
🔔 1   👁   🕐 10 Sep   DX HH

US_02_2_Task2: Build a list interface to show previous choices.
🔔 1   👁   🕐 16 Sep   HH YB

+ Add a card

DONE ⋯

US_02_2_Task1: When making each decision, front end will take a record on decisions made.
🕐 16 Sep   DX JH ZE

US_01_1_Task3: Simplify the decision tree to shortcut the game progress.
👁   🕐 12 Sep   DX HH ZE

US_02_1_Task2: When server receives choices from other players, send it to front end.
👁   🕐 10 Sep   DX HH

US_01_2_Task3: Improve the report quality when finishing the game.
🕐 10 Sep   JH YB

US_01_2_Task2: Distinguish choices for each character.
👁   🕐 5 Sep   DX HH ZE

US_01_2_Task1: Assess existing characters' choices and the final report.
👁   🕐 5 Sep   DX HH ZE

US_02_1_Task1: When other players' making decisions, send the choice to back end.
🕐 3 Sep   JH YB ZE

US_01_1_Task4: Limit one turn game with 10 minutes.
🕐 29 Aug   JH YB

US_01_1_Task2: Assess the existing decision tree.
👁   🕐 29 Aug   HH JH YB

US_01_1_Task1: Exploit the game and write a report for user experience.
🕐 31 Aug   DX ZE

+ Add a card

+ Add another list

Burndown

Burndown