

OBJECT DISORIENTED

Boggle Phase 2 Report

Sprint 1

Created 2022.11.26

Object Disoriented

Daniyal Bokhari
Sabrina Seiler
Sukhdit Saini
Xiaoyan Dong

Link to presentation:

<https://www.youtube.com/watch?v=D8u3SwXeAKQ>

Link to repository (if needed):

<https://github.com/JackyDong7011/Object-Disoriented>

SECTION 1: REPORT SUMMARY

This section should serve as a short reminder as to the scope of the project. If the scope changed, you can make mention of it here.

SECTION 2: PROCESS DOCUMENTATION

Between Phase 1 and Phase 2, there should be time to conduct 2 complete Sprints at approximately weekly intervals and a 3rd short Sprint which will likely be dedicated to code integration, testing, and reporting. Make a separate section in your report to document each Sprint. Your team's documentation for every Sprint will look similar and consist of:

1. **A sprint overview.** This should detail 1) the start and end date for the sprint; 2) the sprint goal; 3) the user stories (and associated tasks) selected for this sprint; 4) a current assessment of team capacity (i.e. how much you expect to complete); 5) participants in the sprint process (i.e. who is assigned to do what); and 5) a breakdown of tasks already completed. Please keep each overview you write under 750 words.
2. **A product backlog,** to reflect in detail the assignment of user stories to team members and/or the inclusion of new user stories.
3. **Documentation of code reviews.** Each team member should provide references to a code review that they completed for their teammate at each sprint iteration.
4. **A sprint retrospective,** which will document what went well during a sprint and and needs for change.

A suggested template for each of these sections are provided below.

2.1. SPRINT 1 OVERVIEW

2.1.1 Sprint Overview:

Our goal for this sprint was to develop a basic UI for the boggle game. The features of the UI and buttons don't need to fully function yet, but the goal was to have everything visible on the screen so that we could begin connecting the UI with the backend code of the BoggleGame class.

2.1.2 Stories Selected for this Sprint:

List the user stories selected for the sprints and the owners of these stories. Make note of any updates or changes to user stories that are made during this sprint.

1.1-Basic UI view by Daniyal.

Created a JavaFx UI where the basic game grid will be displayed on.

1.2- Current Score by Sabrina

Display the user's current score of the game.

1.3-Word Count by Sukhdit.

Update and display the amount of words that are not found by the user.

1.4-Saving Button by Jacky.

Created a saving button on the UI without actual functionalities yet.

1.5-Loading Button by Jacky.

Created a Loading button on the UI without actual functionalities yet.

1.7-Basic setting selection by Sabrina.

Created buttons that allow the user to choose the size of the grid. Created a randomize button and a text-field that have no meaningful functionality yet.

2.1.3 Team Capacity:

We expect to have all basic UI elements implemented by November 28th. The next sprint will consist of tying the UI elements with code in the BoggleGame class in order to have a working game. We expect this task to be completed by December 2nd-3rd.

2.1.4 Participants:

Here, provide a list of team members, by name, and the tasks and responsibilities they were assigned during the sprint. Note both coding responsibilities and any other responsibilities as well (i.e. documentation related, management related).

Daniyal - User stories: 1.1, 1.8 Task: develop base for UI, create grid for game

Jacky - User stories: 1.4, 1.5 Task: Create saving and loading buttons

Sabrina - User stories: 1.2, 1.7 Task: Create game menu

Sukhdit - User stories: 1.3 Task: create current words found label

2.1.5 Tasks Completed:

User stories completed: 1.1, 1.3, 1.4, 1.5, 1.7

2.2. SPRINT 1 PRODUCT BACKLOG

At the first sprint, your product backlog will be your list of user stories (with any amendments made as a result of your Phase 0 feedback). As you move forward, your backlog may include some new user stories and some revised user stories (with new priorities); some other user stories may be completed or removed. In this section, include those user stories selected for this print. You do not need to include the entire backlog; just include stories that ground each iteration.

Backlog: 1.2, 1.8

2.3. SPRINT 1 CODE REVIEWS

We're expecting that each team member will make some changes to the team repository at each sprint (meaning we expect to see roughly weekly commits). Moreover, we're expecting that before changes on feature branches are transferred to your team's develop branch, that your team will conduct code reviews. Each team member should provide at least one code review for one of their peers at each sprint iteration. Your reviews will be documented in your repository, but we ask that you briefly document them here as well using this format:

Story Reviewed	Name of Reviewer	Pull Request Link
----------------	------------------	-------------------

[DEV-1.1]: Basic UI view	Jacky	https://github.com/JackyDong7011/Object-Disoriented/pull/2
[DEV-1.3]: Word count	Daniyal	https://github.com/JackyDong7011/Object-Disoriented/pull/15
[DEV-1.4]: Save button	Daniyal	https://github.com/JackyDong7011/Object-Disoriented/pull/4
[DEV-1.5]: Load button	Sabrina	https://github.com/JackyDong7011/Object-Disoriented/pull/5
[DEV-1.7]: Setting selection	Sukhdit	https://github.com/JackyDong7011/Object-Disoriented/pull/6

2.4 SPRINT 1 RETROSPECTIVE

When a sprint is completed, hold a retrospective meeting and ask one team member to take notes. Place a short record of each retrospective meeting in this section! The details should include:

- **The participants in the meeting;**
Daniyal, Jacky, Sabrina, Sukhdit
- **Any unfinished tasks;**
1.2, 1.3, 1.8
- **A summary of practices that went well this sprint and should be continued;**
Communicating with team mates regularly. This includes checking in on your team mate's progress, and updating the team and work you've completed.
- **A summary of new or revised practices to include moving forward;**
Planning out which user stories will be implemented and which user stories should be done first so that others can be started.
- **A summary of any bad practices that will not be repeated moving forward;**

Not making it clear which user stories are a priority for the current sprint. This needs to be clear so that important features are ready before the next sprint begins and the less important features can be added at a later time.

- **Your team's best/worst experience during this sprint**

Our best work experience this sprint was being able to combine all of our work at the end of the sprint to have a semi-working UI for the game.

2.1. SPRINT 2 OVERVIEW

2.1.1 Sprint Overview:

Our goal for this sprint was to make the UI elements functional by connecting their functionality with the code for the boggle game. This sprint also involved improving the UI, adding features to it that were present in the original boggle game as well as new features such as pressing letters on the grid to guess and accessibility features.

2.1.2 Stories Selected for this Sprint:

List the user stories selected for the sprints and the owners of these stories.

Make note of any updates or changes to user stories that made during this sprint.

- 1.4-functioning save statistics by Xiaoyan
- 1.5-functioning load statistics by Xiaoyan
- 2.6-get custom letters by Daniyal
- 2.7-playable boggle game by Sabrina
- 2.8-guess with button by Daniyal
- 2.9-functioning word count label by Sukhdit
- 2.10-score label by Sabrina
- 3.1-letters read out by Sabrina
- 3.2-implement command pattern by Daniyal
- 3.3-implement singleton pattern by Sukhdit

2.1.3 Team Capacity:

We expect to implement all functionality of UI elements by the end of this sprint. The final parts of this sprint will consist of adding any additional features and refactoring existing code.

2.1.4 Participants:

Here, provide a list of team members, by name, and the tasks and responsibilities they were assigned during the sprint. Note both coding responsibilities and any other responsibilities as well (i.e. documentation related, management related).

Daniyal: User stories: 2.6, 2.8, 3.2, Tasks: help with merge conflicts

Sukhdit: User stories: 2.9, 3.3, Tasks: help with merge and reviewing code.

Jacky: User stories: 1.4, 1.5, 3.5 Task: help with merge and reviewing code.

Sabrina: User stories: 2.7, 2.10, 3.1, 3.4 Task: making code look cleaner.

2.1.5 Tasks Completed:

User stories completed: 1.4, 1.5, 2.6, 2.7, 2.8, 2.9, 2.10, 3.1, 3.2, 3.3, 3.4, 3.5

2.2. SPRINT 1 PRODUCT BACKLOG

Backlog: None

2.3. SPRINT 1 CODE REVIEWS

Story Reviewed	Name of Reviewer	Pull Request Link
[DEV-2.6] Get Custom Letters	Sabrina	https://github.com/JackyDong7011/Object-Disoriented/pull/11
[DEV-2.7] Playable Boggle Game	Daniyal	https://github.com/JackyDong7011/Object-Disoriented/pull/14
[DEV-2.8] Guess with buttons	Sukhdit	https://github.com/JackyDong7011/Object-Disoriented/pull/19
[DEV-2.9] Word Count	Xiaoyan	https://github.com/JackyDong7011/Object-Disoriented/pull/15
[DEV-2.10] Score Label	Daniyal	https://github.com/JackyDong7011/Object-Disoriented/pull/17

[DEV-2.10] Saving/loading functionality	Daniyal	https://github.com/JackyDong7011/Object-Disoriented/pull/18
[DEV-2.10] Text-to-speech	Daniyal	https://github.com/JackyDong7011/Object-Disoriented/pull/20
[DEV-3.2] Command Pattern	Sukhdit	https://github.com/JackyDong7011/Object-Disoriented/pull/21
[DEV-3.3] Singleton Pattern	Daniyal	https://github.com/JackyDong7011/Object-Disoriented/pull/22
[DEV-3.4] Builder Pattern	Xiaoyan	https://github.com/JackyDong7011/Object-Disoriented/pull/24
[DEV-3.5] Visitor Pattern	Daniyal	https://github.com/JackyDong7011/Object-Disoriented/pull/27

2.4. SPRINT 2 RETROSPECTIVE

When a sprint is completed, hold a retrospective meeting and ask one team member to take notes. Place a short record of each retrospective meeting in this section! The details should include:

- **The participants in the meeting;**
Daniyal, Jacky, Sabrina, Sukhdit
- **Any unfinished tasks;**
None
- **A summary of practices that went well this sprint and should be continued;**
Everyone worked well on implementing their features and communicating with team members to ensure that the game works correctly. All teammates supported each other by answering questions and providing help if needed.
- **A summary of new or revised practices to include moving forward;**
Planned out who would do which user stories and what needs to be implemented.

- **A summary of any bad practices that will not be repeated moving forward;**

Taking too much time to respond to teammates, sometimes we are busy but we should make sure to reply to our teammates in a timely manner.

- **Your team's best/worst experience during this sprint**

The best experience was finishing up a nearly fully working program.

SECTION 3: SUMMARY

In this final section, briefly summarize both your project **accomplishments** and its **limitations**.

In conclusion, we accomplished a functioning boggle game with multiple user stories that was initially planned. However, we were not able to add some stories that we originally planned because we did not have enough time to work on our project. Some stories such as 4.3 "player vs player" were not able to be implemented because of the lack of time and the level of effort required to implement the functionality of the stories. Secondly, changed and updated some of the design patterns so that our code can become easier to implement and better to understand.