

Week 2 Report for Group 27

Team Name : Swat-Kats

Team Repo on Github: <https://github.com/amit-sjsu/SWAT-Kats>

Team Waffle Link: <https://waffle.io/amit-sjsu/SWAT-Kats>

Team Google Link of CFD: <http://bit.ly/2cl4tlQ>

Team Member's Name:

- Anudeep Rentala - Section 3
 - <https://github.com/rentala>
- Swathi Koduri - Section 4
 - <https://github.com/swathikoduri>
- Navneet Jain - Section 4
 - <https://github.com/navijain90>
- Amit Pandey - Section 4
 - <https://github.com/amit-sjsu>
- Mohamed Shafi Dayatar - Section 4
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Journal Entry for Courage(XP values) by Mohamed Shafi Dayatar

"Courage is the most important of all the virtues because without courage, you can't practice any other virtue consistently", this defines our team.

Everyone in team is courageous and do speak up for their points. Is it good or bad, they expresses their feeling. Even if we don't understand the concepts we show courage to ask questions and get our doubts clear from our fellow team members:

We had assigned task for reading CS Unplugged activities and come up with idea about game and we would discuss all the idea in our Monday meeting. Everyone explained their idea courageously.

At the first meeting we had around 7 ideas in our bucket list from which we were able to get our list down to 3 ideas in next meeting. Removing this ideas shows that we have courage to let go ideas or work which our team doesn't like.

Finally we pitched our ideas to professor, we discussed about that and got reviews from professor about our idea and how to approach it. So to get review we have to show up to professor, and showing up is a matter of courage.

This is how our team has used this XP value during this week.

Journal Entry by Swathi Koduri- Respect

Respect is my core XP value for this project and I will be documenting how this value is kept up in the team and ensure everybody on the team is valued. Respect is a value which is very dependent on the other values because the team should have good communication between members to know how everybody feels.

During the second week of our project, we held a project meeting to discuss and decide on the activity we wanted to implement. During the meeting, to ensure everyone is valued and respected, we followed these steps:

- Everyone on the team voted to decide on which platform to build our game on and we decided on Greenfoot.
- The ideas and opinions of all the team members on various topics were collected and discussed.
- Everyone was given time to explain about the activities which they found interesting.
- After all the team members expressed their ideas, we have shortlisted three topics:
 1. Finite State Automata- Treasure Island
 2. Minimal Spanning Tree- Muddy Roads
 3. Programming Language- Harold the Robot.
- The team decided to discuss these with the professor regarding the feasibility and then decide on one activity.
- We have decided to meet with a possible user group and explain our game and gather some requirements.

In the coming weeks and during the course of this project, I will try to see that our team follows these principles:

- The whole team works towards the goals and everyone feels responsible for the results.
- Everyone on the team should work together and help other team members in their tasks.
- Everybody should feel respected enough to ask doubts no matter how simple his problems might look like to the more experienced team members.
- Even if a team member makes a mistake, the whole team should help them and not criticize them about the mistake.
- Taking everybody's view on one topic helps view the issue from different perspectives because everyone has varied views.

Journal Entry by Anudeep Rentala - Feedback

I have selected Feedback as an extreme programming values for our project and will keep a record of this value throughout the project for our team.

- In the second week, we have started to see some of the core principles of Extreme Programming really take shape, in particular, feedback.
- Our second week was all about reviewing and shortlisting ideas. On our Monday call, every team member presented their ideas and gave feedback on each other's ideas. Not only did this help shortlist ideas but also we ended up improving on each other's ideas.
- But shortlisting ideas was just the initial step. Our next step was finalizing on one idea. This was where it got tough, everyone had their ideas, and we had long discussion on which one to pick. Finally, we unanimously took a call to get the professor's opinion on our ideas and his recommendations.
- We met the professor on Saturday after class and his feedback was really helpful in helping us see the right way of shortlisting ideas. We decided to take his feedback and came up with a plan of action and created backlogs on the same.

Overall, as a team we are progressing and learning to provide honest feedback. We still haven't started development yet and we have a long way to go for us to fully realize the vision we have as a team. For the following week, I have set a target for myself and the team:

- To pick our target audience and gather feedback on our games and ideas. To iteratively develop the idea and come up with the Minimal Viable Product.
- To continue receiving feedback from different stakeholders on our ideas and to finalize on the one game we plan to develop.

Journal Entry by Amit Pandey - Simplicity

Extreme Programming value simplicity put stress on things what needs to be done. It helps in simplifying things within the project and leading it to the desire goal in a smooth way.

During the second week of the project, we as a team understood that moving in simple and getting things completed before moving to the next step is more important than starting with many task and completing none.

During the second week, as part of simplicity, we decide to first draw the UML diagram before moving to the code. We have taken simple steps in understanding the requirement and getting it done first in UML rather than starting with the code without and blue print.

As part of simplicity,

1. We decided to take our project ideas to the user (client) and understand their requirement in out project.
2. We decide with the CS unplugged activity on which we would be working upon.
3. Meetings were short and discussion was done only on the things which we are taking for this week, like UML diagram, user requirement.
4. Discussed our idea with the professor and eliminated things which was not required for the project.
5. Now we are with one technology to focus on and single idea to work upon.
6. Task has been divided into simple steps by understanding the workflow of the team.

Giving stress to simplicity within the project we are now able to complete our task in stipulated time and with no stress. Team mates are finding it easy to complete small task and merging them rather than taking the big task at once.

Simple things work better than complicated things, keeping this in mind we are moving with our project and eliminating things which are not required. We eliminated daily physical meet ups and tried to shift our meeting on WebEx, so that everybody is available from his or her comfort place.

For the first two weeks we focused on what to do rather than how to do. Our steps and requirement were short and every one was successfully able to do that. Our project is now moving in a simple way but with good pace toward its goal.

Journal Entry by Navneet Jain-Communication

XP value Communication says *“Everyone is part of the team and we communicate face to face daily. We will work together on everything from requirements to code. We will create the best solution to our problem that we can together”*.

I have chosen this activity for the project and will make sure that within my team we have a good communication platform for all the members.

During the second week of the project, I made sure that everyone in the team is well communicated with each other and below are the following steps which we took as a team to fulfill that.

1. A face to face meeting was setup on Monday and people were asked to come up with the ideas of the game depending on the CS activities.
2. Each one in the team was given some time to deliver his/her idea on the type of game which we are going to build.
3. After all the discussions, we were able to narrow down to three activities but there was deadlock and we decided to give some time to everyone to decide one of the three.
4. We decided to have a discussion with the professor upon the ideas which we had narrowed down.
5. We had a standup meeting on Thursday. This meeting was basically for communicating the issues which any team member is facing in moving ahead with the work.
6. After the class on Saturday, we had a meeting with the professor, everyone was able to communicate his/her idea to the professor and hence we were able to decide one activity after recommendations of the professor.
- 7.

From now onwards, firstly I would like to continue most of the things which we followed last week and in addition to that there are few steps which I am planning to take for improving the communication within the team. The steps are as under: -

1. I am planning to communicate the idea of our team to the target audience and try to get the feedback on that.
2. I am planning to setup a call Monday afternoon, so that we can decide on the action plan of developing our game.
3. Everybody is given equal time in meetings and everybody uses that platform to communicate his/her ideas and problems if any.
- 4.

From individual point of view, I would try that every member in my team is well connected with each other and ideas are well communicated each other. Everyone should be open enough to express his/her ideas.