Week 4 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
  - https://github.com/shafi-dayatar

XP values within the team:-

Communication: - Navneet Jain
Simplicity: -   Amit Pandey
Feedback: -   Anudeep Rentala
Courage: -   Mohamed Shafi Dayatar
Respect: -   Swathi Koduri

Journal Entry for Courage(XP values) by Mohamed Shafi Dayatar

"With courage you will dare to take risks, have the strength to be compassionate, and the wisdom to be humble. Courage is the foundation of integrity." perfect quote by Mark Twain which matches for our team last week.

During this week we had couple of review and structural design meetings. First we came up with Diagrams and for starting we create three diagrams, which were Use Case Diagram, Activity Diagram and Class Diagram. In the review meeting every member contributed their views, which were as follows:

- Use case were kind of action base and we changed it to more scenario base. Also we remove many unwanted actor which were making system too complex.
- Regarding the activity diagram it was easy to understand. But we had considered to out of the scope and we divided this into two phases.

Regarding the class diagram we nearly discussed about which classes to include and which one shouldn't be class. Each member had it own perspective about it the implementation, one was hesitant to create new class where one was more emphasizing on more classes. Be we chose which was modular for our team. We had a lot of argue this week, and that's because we had courage to present our views and hold it until we are convinced with other good points. So with help of courage, we indeed good wisdom and also taught us to be humble.

Again our team shows tremendous courage during this week and nails very problem on our way.

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.

- Week 4 was all about designing our game. Having done a prototype in the previous week, we had a clear vision on what we wanted in our game.
- Over the week and during our weekly meetings, we discussed some of the feature sets and start documenting designs.
- It was really interesting to actually design our game because, all though each of us were on the same page on the game we wanted we had very different ideas in the design
- We iterated through our use case diagrams, identified the valid scenarios, had continuous feedback on them from all team members and came up with use case diagrams
- Similarly, we went through activity diagrams and class diagrams for our game. I was really glad to have been a part of the whole team as I am starting to see an openness to accept and work on feedback from all team members in the team.
- While we also made a conscious effort to come up with the best possible design we decided not to go into the granular levels of design and show just get to coding the game itself
- After weeks of discussions on our ideas and design, we finally started coding the game itself. We had decided to opt for greenfoot to build our game and my module being the Connector class, I started with some basic skeleton structure of the class.
- As we'd be busy with mid-terms for the following week, I do not expect much work to be done over next week. However, post midterm I really expect our sprint cycles to start off.

Overall, we made considerable progress and have finally started coding. Considering the clarity with which our team is progressing I see us developing good and robust code. With the culture of feedback well engrained in our team culture, I can only see us getting better at what we do.

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*".

Tony Robbins has rightly said "To effectively communicate, we must realize that we are all different in the way we perceive the world and use this understanding as a guide to our communication with others".

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 fourth 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. This week we basically focused on the creation of Class, UseCase and Activity diagram of the game which we will be developing.
2. First team meeting for this week happened on Wednesday and as always I booked room in the library for the meeting.
3. In the first meeting we discussed about the UML diagrams and talked about various classes that our code will have.
4. We welcomed the ideas from everyone and then with everybody's consent we finalized on the design.
5. Once everything was setup, then the team was asked to start coding and each of the team members are given some task.
6. We had a conference call on Saturday. This was just a sync up call to check the status of work for each team member. Everybody was asked to communicate the problems if anybody is facing.
7. By this I am trying to create a platform for everyone in the team to communicate with each other and thus find a better solution to the problems.

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 will make sure that in my team there are various communication channels open and everybody is free to talk.
2. Any team member having some problems should try to speak out in the team meetings and hence we will be able to solve that.
3. Everybody is given equal time in meetings and everybody uses that platform to communicate his/her ideas and problems if any.

From individual point of view, I have started the coding part and will try to come up with some use cases that can be tested using Junit testing environment.

Journal for simplicity by Amit Pandey

XP value simplicity says "We will do what is needed and asked for, but no more. This will maximize the value created for the investment made to date. We will take small simple steps to our goal and mitigate failures as they happen".

As said above XP values are playing very important role within the team. I have had been successfully implementing it into the project. By implementing simplicity within the project we are able to complete more task within less time as we are now only focused on what is required. By sticking with the XP values and strictly implementing it into the project we are moving toward the project goal in very smooth way.

For the fourth week of the project, as part of simplicity,

1. We kept meeting as and when needed. Meeting agendas is pre-decided and we stick to the agenda during the meeting.
2. Use case diagram, activity diagram has been completed and we have now moved to our next step of code development for a prototype model.
3. Coding task has been divided within the team and each team member has a module which he/she needs to code for. Team has successfully able to complete its task on time for consecutive fourth week.
4. Task has been divided into the team, to increase the efficiency of the project. Members within the team is now focus on his/her module rather than taking the entire project as whole. Efficiency of the team mate has increased tremendously by dividing the task within the team. Work pressure is divided and focus has been shifted from a big project to small modules.
5. Moving in small steps has helped team a lot to complete the task on time. Every week agenda is clearly mentioned to the team members and task to be completed for the week is assigned to each individual, this helps to maintain the focus and work in a very efficient manner.

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. Doing so has increased the interaction within the group.

Journal Entry by Swathi Koduri- Respect

        I have chosen Respect as my core XP value and will encourage team members to maintain mutual respect as well as self-respect for the duration of this project.

During the fourth week of our project, we have been able to do the following:
- Held a meeting to discuss about the layout of the game, the initial screen and the various screens and migration between them.
- Decided about the different classes we would be using in the game and how they would be connected.
- Made a draft of the class diagram of our game and made a few changes in the activity and use case diagram.
- Divided the different modules of code among team members.
- Respecting everyone's schedule, we have discussed and decided to have fixed meeting time every week.
- Everyone was asked about their availability during the week to fix a time for the meeting because everyone should be valued.

I have helped in defining the classes of the game and in drawing a class diagram and also made a few changes to the use case diagram and activity diagram drawn in the previous week. We have also decided on the layout of our game and set tasks to different team members for writing classes.