

# Week 3 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/2cl4tIQ>

### 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 by Mohamed Shafi Dayatar - Courage**

I would like to start my journal with quote by Dale Carnegie “Inaction breeds doubts and fear. Actions breeds courage and confidence. If you want to conquer fear, do not seat home and think about it. Go out and get busy”. Yes this is what we did during this week, we got busy with our discussion which helped us to remove our doubts and fear about the project.

This was one of the important week for our team till now. During this week we met couple of times and discussed about our end goals and ways to achieve it. So everyone was like we would do this and this, but none of us where on same page, and none of us knew what we were doing. So after a long debate we settled on finding the purpose of the game and target audience of the game. As we found purpose, we were able to map our goals easily on paper. And with target audience in brain we made our first prototype design on paper. Discussing our doubts, gave us a way to solve the problem and as we get clear picture about our project we also get confidence in it. And without courage this is so impossible.

From my point of view, our team is showing tremendous courage in both ways i.e accepting and giving out ideas. I hope that we maintain this kind of courage till our project ends.

### **Journal Entry by Amit Pandey - Simplicity**

As we are progressing with the project, XP values are playing very important role within the team. I have selected simplicity as my XP value and has been successfully implementing it into the project. 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 third week of the project, as part of simplicity,

1. We restricted our meeting on need basis. Team is having meetings only when required during the week. Meeting agendas has been concise and goal driven.
2. Use case diagram, activity diagram has been completed and will are now moving to our next step of coding a prototype model.
3. By breaking the task into steps has helped team a lot to focus on the current requirement and completing them on time. Team has successfully able to complete its task on time for consecutive third 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. We will be programming only what has been drawn in the design and will not focus on any extra requirement while coding. If any changes are required, it will be done on design level and then we will change the code according to the design. New requirement would not be implemented thinking of the future, we will stick to our design patter and project requirement.
6. Moving in step by step has helped team a lot to complete the task. Agenda for every week is clearly mentioned within the team and work to be completed for the week is assigned within the teammates, this helps to maintain the focus and work in a very efficient manner.

As part of simplicity, small steps has helped us to reach to big achievements till now.

## **Journal Entry by Swathi Koduri- Respect**

I have chosen Respect as my core XP value for the duration of this project and will see that all members of the team have a mutual respect for each other.

During the third week of the project, we held a meeting in which we accomplished the following steps:

- We have decided on the activity Muddy Roads in Minimal Spanning Trees to build our game after taking everyone's opinions and views into consideration.
- We have held a small activity where everyone on the team was supposed to find the minimum path between all houses in the activity page individually.
- By doing this, we got to know how different audience would receive the game we would develop.
- After doing it by ourselves, we watched videos about Kruskal's and Prim's algorithm on finding the minimal spanning tree.
- By taking a vote to ensure everybody's opinion be valued, we decided to go with Kruskal's algorithm in our game.
- We discussed about the actors in the game and their functionalities and created a use case diagram and activity diagram.

Including the current steps taken to ensure mutual respect between team members, it would be productive to allot some time for each team member to express themselves.

I have learned more about use case and activity diagrams and helped review the use case diagram and activity diagram drawn by Navneet and Amit. We have also decided to create a prototype of our game and set a task to meet with possible audience and see how they like the idea and gather some feedback from them.

## **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.

- We had an objective to finalize on one idea and possibly get a prototype on it this week. We had a lot of discussions and finally we settled on an idea. We had session wherein we discussed pros and cons and settled for Minimal Spanning Tree CS Activity.
- Each of us brought in different perspectives to implement this idea into a game, and there was a lot of feedback going around on each other's ideas. Having taken feedback as my XP values, I was glad to see that all the feedback that went about was taken positively and constructively and ultimately, as a team, we came up a game that everyone of us agree on.
- To assert that it was challenging enough, fun and conveyed the point we even took to playing a small scaled down version of the game on our laptop's paint application.
- We also discussed on the potential uses cases the game could have, some team members' ideas had very limited uses cases, and some with complex and elaborate use cases. After a lot of feedback on each other's ideas, we decided to come up with a simple, fairly stripped down version of the basic functionalities we can provide in the game. All this so that we come with a mi
- Later, each of us decided to take up tasks such as drawing use case diagrams, sequence diagrams, class diagrams, etc that would be put to display in week 3. These will then be evaluated by the whole team and feedback given will be incorporated.

Overall, we made considerable progress and gained clarity on the project we want to do. It's nice to see that the team is growing to embrace the core values and in particular the core value feedback. We also set up a structure on GitHub where everyone is committing to the design documentation for now. Next week, I expect us to have a more streamlined team with a clearer goal. We will start coding shortly as we are close to finalizing our designs and we will continue to uphold our core XP values.

## **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 third 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 selected the CS activity of Minimal Spanning Tree using Kruskal's Algorithm.
2. First team meeting happened on Monday and each one was given a small task to find a minimal path to connect all the houses in the village. Everybody used different number of steps to build the road and finally we used Kruskal's algorithm to find the minimum path. So we were able to finalize the game idea in this meeting.
3. Minutes of meeting was formed and updated to the github.
4. We discussed various use cases which will be covered by our game. Everybody was asked to come up with the two unique test cases for the game.
5. After all the discussions, we decided to create use case, activity and prototype diagram for this week.
6. We had a conference call on Thursday. 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 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.

From individual point of view, I created the Activity and Use Case diagram for the Game using Astah UML. This required a lot of understanding as I need to consolidate the ideas of the team into one use case diagram.