Project Summary

csci205_final_project

Project Details

Members

- Berty Levi
- Titus Weng
- Walker Allen

Project Retrospective

What was your initial goal?

To create a Worlde game with a UI and variable rulesets with built-in Solvers.

What did you achieve?

Mostly. Wordle Works and we have the Solvers but there is not that variability in the rule sets and there is no UI.

What went well in the project?

The Optimal Solver went very well and we did a good job of documenting our code and bug testing.

What could be improved?

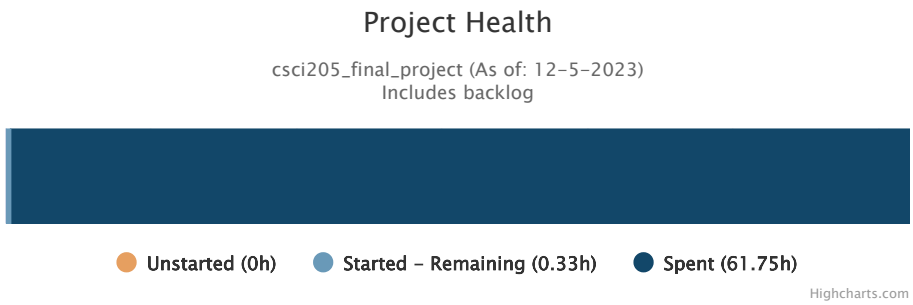
We needed better communication about when we had to do things and needed to get things done earlier.

What would you change if you did the project again?

We would have done more work during sprint 2 in order to enable the building of a UI.

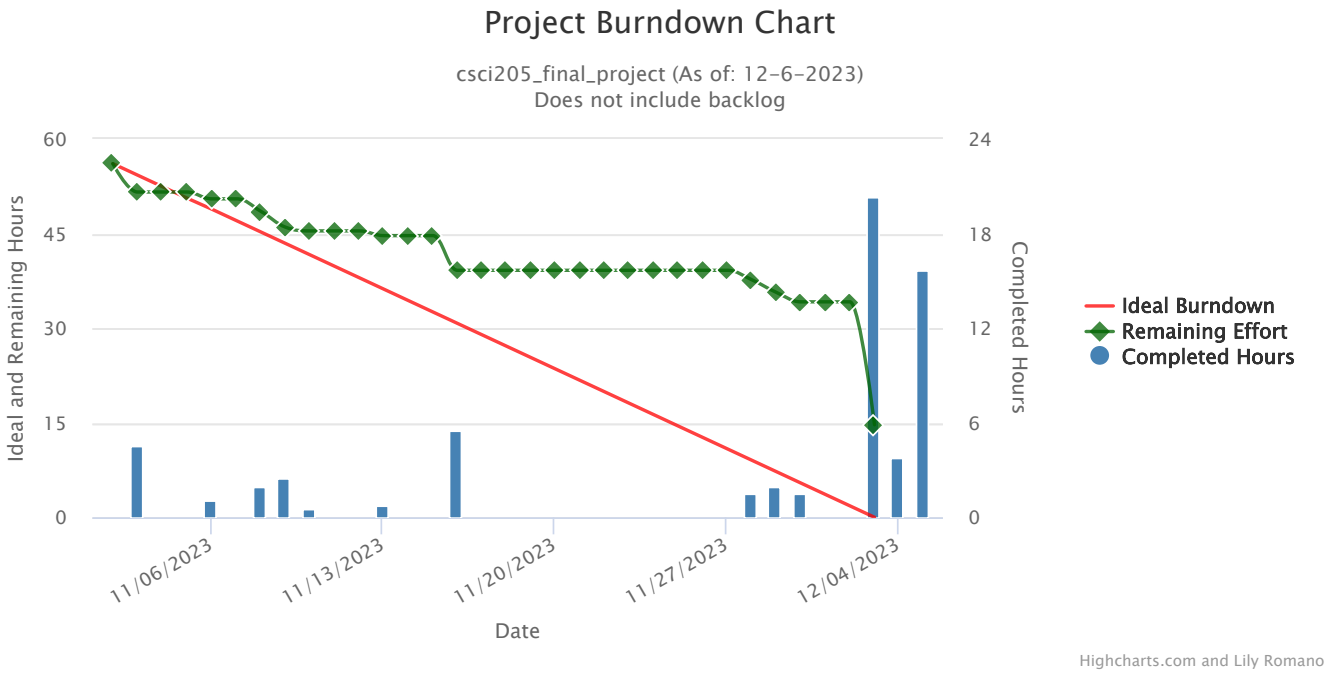
Charts

Health Bar



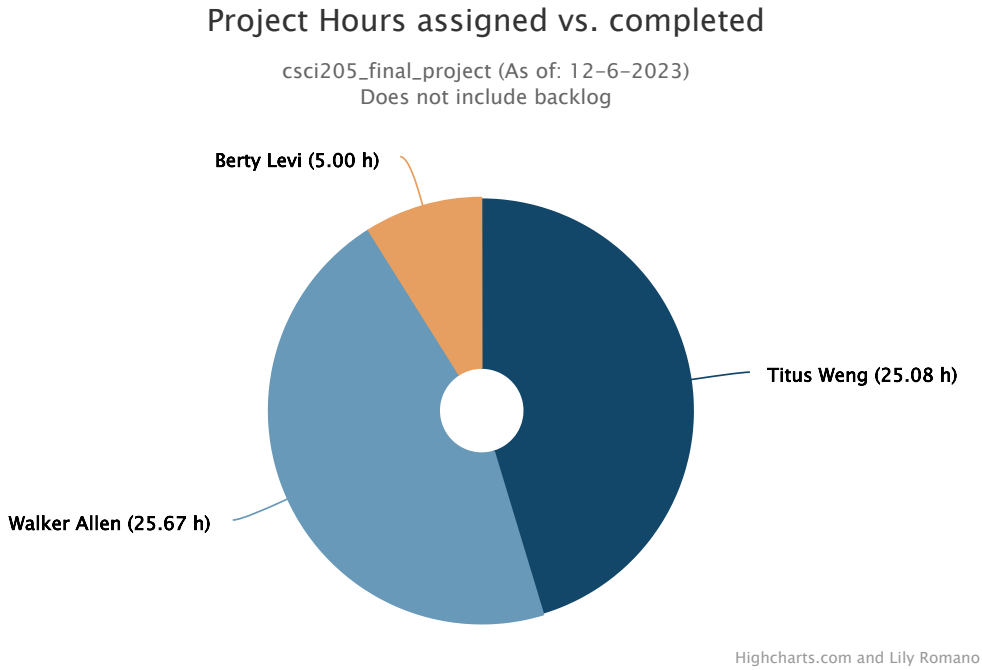
This chart is not entirely accurate to the realities of the project because we changed the remaining time to zero for tasks we did not complete.

Burndown Chart



We had a tendency to wait until the very last minute to do tasks. This caused problems in communication. We also weren't entirely accurate about when labeling work was done.

Assignee Chart



We should have done a better job dividing up the work of different group members. We should have met more often to facilitate this.

Name	User Stories	Bugs	Tech. Tasks	Design Tasks	Spikes	Doc.
Berty Levi	0	0	1	4	0	0
Titus Weng	0.5	2.67	13.08	5.92	0	2.92
Walker Allen	0.25	0.42	22.92	6	0	2.08

Sprints

Sprint 1

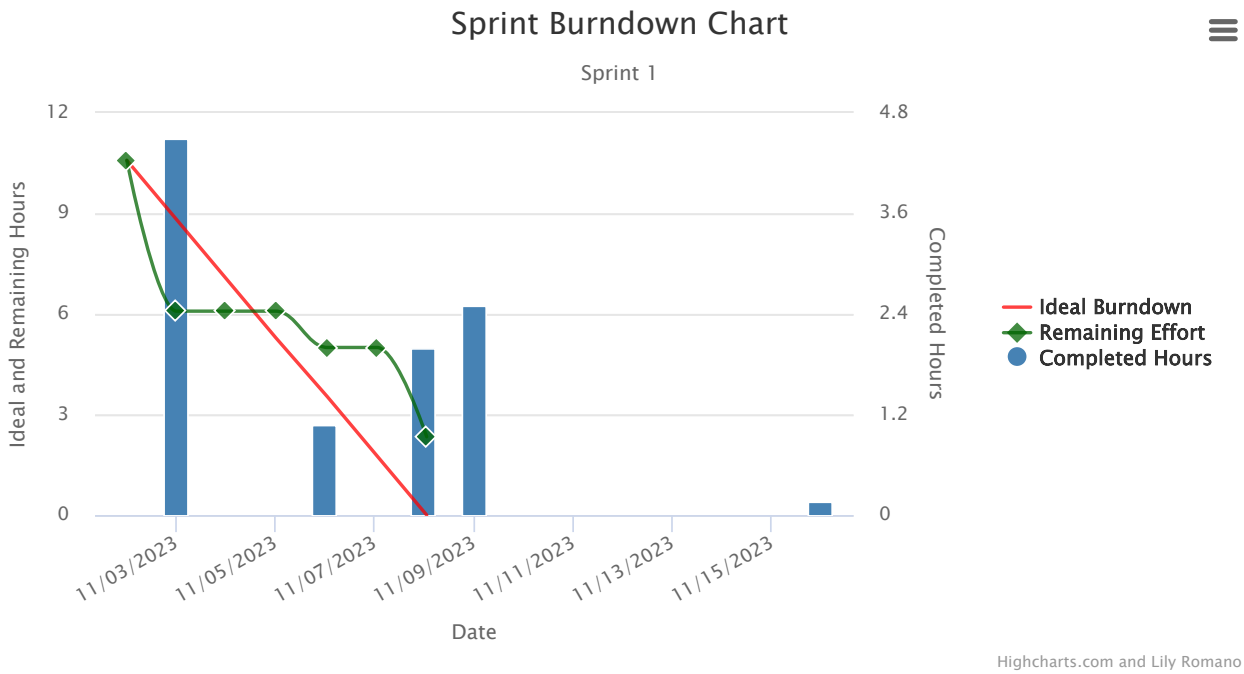
Dates:
11-2-2023 to 11-9-2023

Review:
What went well in the sprint?
We did a good job of outlining the scope of the project and defining a minimum viable product. There is a decently clear plan as to what needs to be accomplished over the coming weeks. Not internal conflicts or detrimental disagreements.

What could be improved?
Communication and consistency with meetings. We should have had better planning as to what needed to be done by when. We should have planned out everything at the start of the Sprint instead of iterating as we went.

Are you on track? What is your plan if not?
We are mostly on track but there is a bit of concern about some aspects of the project taking longer than expected. We have a clear list of what ideas to cut if things begin to take too long.

What will you improve on in the next sprint?
Create a clear set of goals right at the beginning. Do a better job of balancing the team workload so that everything does their fair share.



Sprint 2

Dates:
11-9-2023 to 11-16-2023

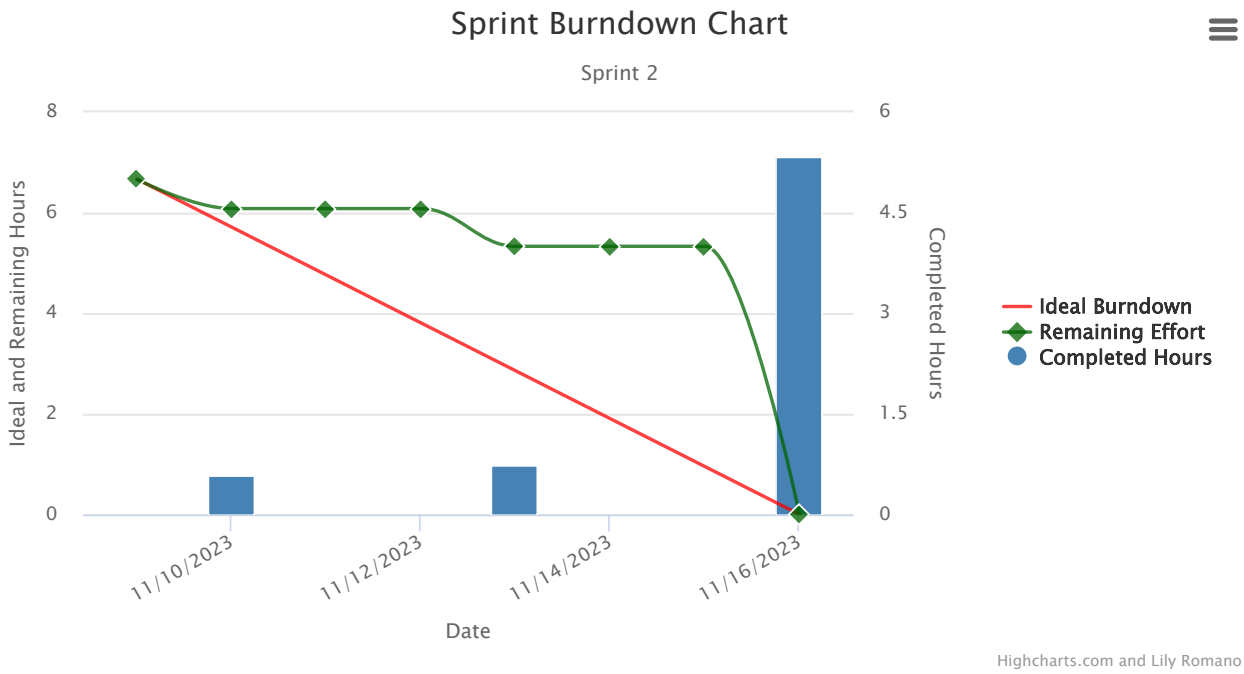
Goal:
We want to create a complete command line-based version of Wordle with all features working except for the algorithm-based Solvers. We also want to plan our JAVAFX implementation.

Review:
What went well in the sprint?
We got a fully functioning text-based wordle game working.

What could be improved?
Better communication has to be how the code is supposed to be structured so that everybody's work can communicate with each other. We should also be better about backloading all of our work over the last few days.

Are you on track? What is your plan if not?
We are slightly behind because we have no planning on Java fx and the first solver has not been implemented. But work on schedule for the main functionality.

What will you improve on in the next sprint?
We have two big things to improve on in the next sprint. Our planning should be more in-depth and we need to spread our work out more. We should also more smaller tasks for AIEcode.



Sprint 3

Dates:
11-16-2023 to 11-27-2023

Goal:
We want to clean up our old Code a bit to make sure that it will all work together well. But our big goal is to take JAVAFx from an idea to a functioning implementation.

Review:
What went well in the sprint?
We managed to do a good job catching up in the areas we fell behind

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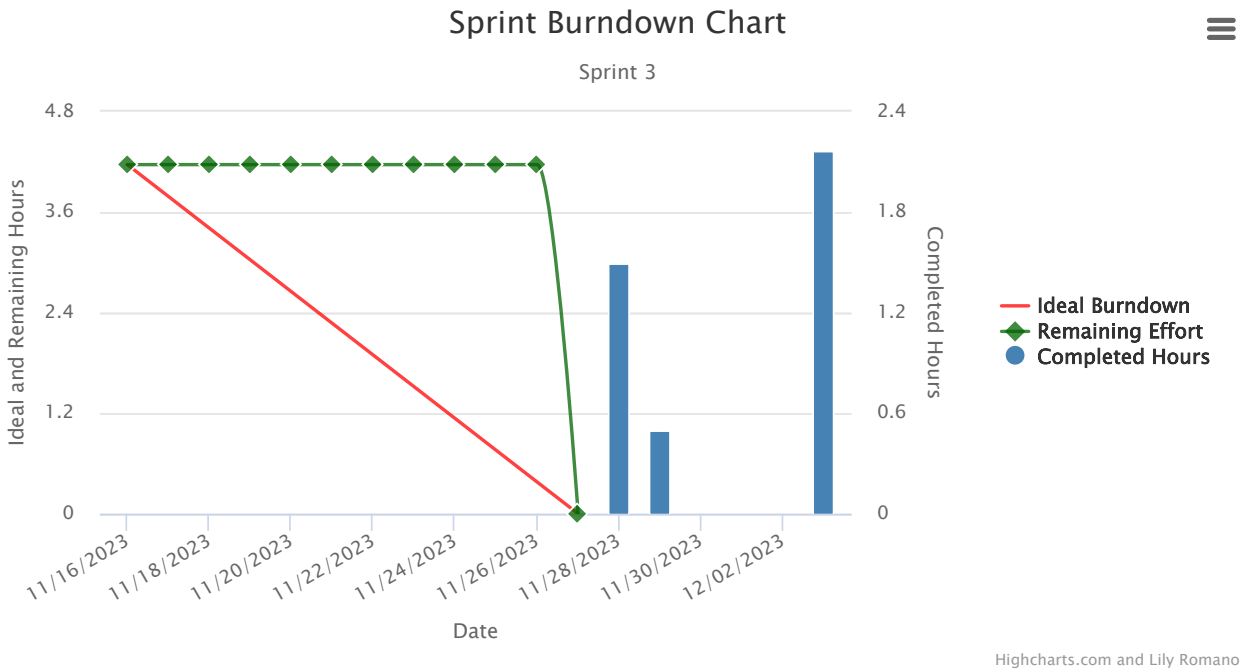
What could be improved?
need better communication and less cramming

Are you on track? What is your plan if not?
No, we are behind but catching up.

What will you improve on in the next sprint?
We need to work faster.



Sprint 4

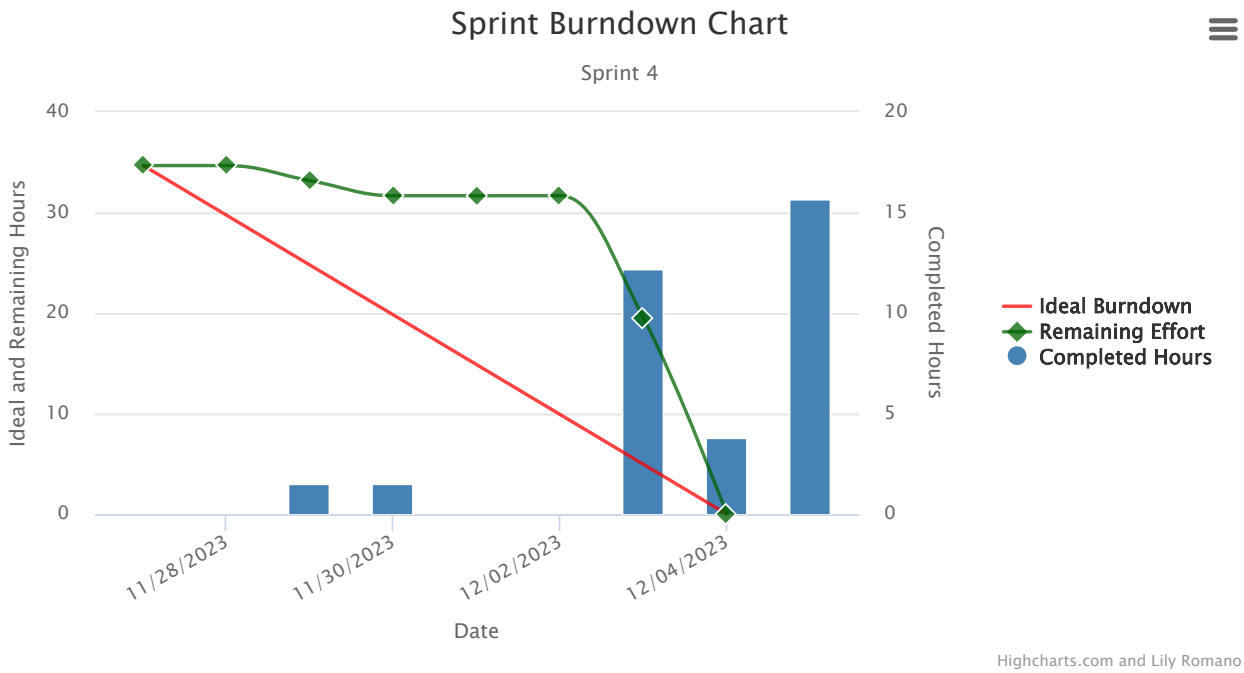
Dates:
11-27-2023 to 12-4-2023

Goal:
Finish the Prokect

Review:
What went well in the sprint?
We quickly evaluated what could and could not be done in the remaining time and completed what we wanted.

What could be improved?
We could have been a bit more ambitious and tried to get some UI stuff done.

If you were to continue the project, what would you improve on in the next sprint?
On the lighter said incorporating variable turn limits and a "situation builder" would the obvious next steps. A heavier task would be implementing a UI.



Personas

Olivia

Quote

"A live starting my day with a quick game of Wordle."

Narrative

Olivia is a 42-year-old homemaker and mother of three. She has a busy day in the morning as she gets her kids ready for school so she walys hesitates before getting out of bed. She enjoys lying down and

Student Sara

Quote

"It's a great way to fill time in between classes while also keeping my brain active"

Narrative

Sara is a 20-year-old college student pursuing a degree in computer science. She is constantly moving between class to class and assignment to assignment throughout the day. She wanted

playing Wordle in order to warm up her brain.

something to fill the brief downtime that would completely distract her. She likes our Wordle app because she can customize the level of challenge depending on her energy level.

Ethan

Quote

"It is a great way to fill my time in during downtime."

Narrative

Ethan is a 30-year-old small business owner running a cafe. He often has periods of low volume in the store and he wanted a quick game to fill the time. He enjoys Worde because it strikes a balance between relaxation and mental effort.

Table of Work

Search:

Showing 1 to 56 of 56 entries

Title	Type	Est.	Spent
Closed (56)		62 h, 5 m	0
Sprint 1 (11)		10 h, 35 m	0
Build up a vocabulary base to save the words played	Design Need	1 h, 30 m	1 h, 30 m
Evaluate the difficult of the words in the vocab base	Technical Task	0	0
Gather Definitions	Design Need	30 m	10 m

Title	Type	Est.	Spent
Outline for how to create solve 1(human emulator)	Design Need	20 m	20 m
Product Visualization	Design Need	35 m	35 m
Project Proposal	Design Need	45 m	45 m
Setting up the AIECode	Technical Task	1 h	1 h
Setting up the Intellij group project and git depository	Technical Task	2 h	2 h
Solver that it is designed to be as efficient as possible	Design Need	1 h, 20 m	1 h, 20 m
UML diagram for all all functionally to run through terminal	Design Need	1 h, 50 m	1 h, 50 m
User Personas - user story for student	User Story	45 m	45 m
Sprint 2 (9)		6 h, 40 m	0
Adding javadocs to the codes	Documentation	1 h, 30 m	1 h, 30 m
Create 3 Files representing our three word Lists	Technical Task	1 h	1 h
Create an outline of how JAVAFX will work	Design Need	0	0
Create mockups of what the final JavaFX interface should like	Design Need	20 m	20 m
Program the board Class	Technical Task	1 h, 5 m	1 h, 5 m
Program the main Class	Technical Task	1 h, 50 m	1 h, 50 m
Program the Solver Interface a create the Solver classes	Technical Task	10 m	10 m
Setting up a structure	Technical Task	0	0
Solver that takes user inputs	Technical Task	45 m	45 m
Sprint 3 (10)		4 h, 10 m	0
Add j unit tests for the Board class, fix errors found	Technical Task	1 h	1 h
Create an outline of how JAVAFX will work	Design Need	0	0
Create java effects that will change color of the characters	Technical Task	0	0
Create the ending scenes	Technical Task	0	0
Create the three board scenes	Technical Task	0	0
Finish readme	Documentation	0	0
Implement Optimal Solver	Technical Task	1 h, 10 m	1 h, 10 m

Title	Type	Est.	Spent
Implement the RandomSolver	Technical Task	2 h	2 h
Implement the Worlde interface	Technical Task	0	0
Implement user interaction for the Menu and options scenes	Technical Task	0	0
Sprint 4 (25)		34 h, 40 m	0
Adding javadocs to the existing code and explain the methods	Documentation	2 h	2 h
check the solvers and add j unit tests for the solvers	Technical Task	3 h	3 h
Complete the java docs, specify the types	Technical Task	50 m	50 m
Create a controller class for ui	Technical Task	40 m	40 m
Create the ending scenes	Technical Task	0	0
Create the start menu and options scenes	Technical Task	0	0
Create the start menu and options scenes	Technical Task	0	0
Finish readme	Documentation	1 h, 30 m	1 h, 30 m
Fix bug preventing ./gradlew run from working	Technical Task	20 m	20 m
Fixing grammar issues	Technical Task	30 m	30 m
Implement optimal Solver	Technical Task	3 h	3 h
Implement the Wordel interface	Technical Task	0	0
Implement user interaction for the Menu and options scenes	Technical Task	0	0
Improve the data Post Screen	Technical Task	1 h, 30 m	1 h, 30 m
Improve the object oriented nature of the design and add Junit	Technical Task	5 h	5 h
incorporate the ui into the main methods	Design Need	10 m	10 m
make java effects	Technical Task	2 h	2 h
Modify the main to handle exceptions	Technical Task	1 h, 30 m	1 h, 30 m
Modify the styles of the fxml class	Technical Task	40 m	40 m
Solve the bug in keep playing method and check for others	Bug	40 m	40 m
Study from other online sources needed for project and others	Design Need	2 h	2 h

Title	Type	Est.	Spent
Test the program and fix the bugs occur	Bug	2 h, 25 m	2 h, 25 m
Update UML Diagram	Design Need	25 m	25 m
Write Design Manual	Design Need	1 h, 30 m	1 h, 30 m
Write UserManual	Design Need	5 h	5 h
Backlog (1)		6 h	6 h
Work that was not properly marked	Technical Task	6 h	6 h

Daily Scrum

Daily Scrum Notes

- Today I added two work pieces to Sprint three to represent work that was not properly posted earlier.