Schedule++

Team: Scoreoverflow

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We demoed on Nov. 8 around 12:00 to our IA Siddharth Ramakrishnan. We did not encounter any difficulty during the demo.

The link to codebase is https://github.com/Zichuan-Wang/ScoreOverFlow/ .

Our first iteration is marked by the release tag v0.1 (https://github.com/Zichuan-Wang/ScoreOverFlow/releases/tag/v0.1). Note that if downloaded and built on eclipse, it will throw an error, because it relies on a persistence.xml file, which contains the account and password of our database, which we did not want to put on Github.

Our first demo fulfills the user story <1>, which is the user story for normal users. We demonstrated its condition of satisfaction (Search rooms, reserve rooms, and cancel reservations) except the one that interacts with the high priority user (notified when overridden, get a replacement room). We have demonstrated in detail how to search for rooms given the many constraints by the user. For now, we only have restrictions on the date, time, capacity, and location, but we plan on adding the facilities (projectors, etc) soon.

Although there are 5 other user stories (2 out of which are optional), the user story <1> is essential as many other user stories build upon this one. For example, user story <2>, the one for high-priority user, only differs from that of the normal user by the ability to override. Thus, our first iteration builds a foundation for all user stories, as all users rely on the functions we built in this one.

For the CI, we have git hook for pre-commit and Travis CI for post-commit. Locally, the pre-commit will build maven and run pmd to check for errors before each commit. If there is an error, it will prevent committing. For post-commit, we used Travis CI, which will run maven and PMD after each push to GitHub. Details can be viewed in the log generated by a Travis CI Bot after the commit, which is available in the repository. We have demonstrated the two in details with Siddarth.

The only change in our proposal is some additions to the tools we used. We added the Swing API for GUI and also Travis CI for post-commit.