

Capstone Milestone #2 Report

March 31st, 2021

Summary

Project SCRAPBook

Team Members

- Adam Hemeon - W0434257
- Brady Getson - W0430313
- Craysyn Trottier - W0226088
- Jayden Morehouse - W0427457
- Kieran London - W0429281

Faculty Mentor David Russell



Things That Went Well

Business issues:

Meetings have kept being pretty smooth and easy going

Having more coding time for the project works well as opposed to having in class lectures.

No major disagreement in software or practices.

Requirements:

Requirements were fulfilled.

Met all academic requirements for the phase, despite some of the coding being lower priority than our other class assignments.

Course deliverables were minimal during this phase which helped the group focus on the coding when they did have time.

Process:

Little changed within the process.

Our twice a week format still seems like the best possibility for how we conduct business.

The two SCRUM meetings a week seemed to work well. Frequent check-ins (twice a week) seem to be appropriate for this project.

Discord for meetings and as a project management software still seems the most convenient option for us and has worked well so far, though a longer project could find that Discord can't adequately organize our documentation like a more robust project management software.

Project Management:

Documentation was kept up-to-date and maintained to manage progress.

Our detailed and well planned PM documents from the planning phase proved to be very valuable and useful still.

SCRUM meetings work well, though sometimes run longer than anticipated. Everyone can easily find the SCRUM minutes using Discord as our project management software and always have a clear idea on what to do until the next meeting.

Technology:

No large scale technical difficulties.



Things That Could Have Gone Better

Business issues:

Usual scheduling roadblocks; attendance.

People being unavailable and/or busy with other commitments.

Absent members not reaching out to let the team know they're behind / won't make the SCRUM made it difficult to reallocate tasks to other available team members.

The two SCRUM meetings every week could be better spaced during the week but follow the class schedule for when we have capstone.

Requirements:

Feeling a little behind on the polish of the app, but that's semi expected with the "final push" from all our courses.

Workload of other classes overflowing and affecting this project.

Process:

Much of what we worked on from week to week didn't have a clear deliverable scope. It was mostly bug fixing or adding things we hadn't first thought of.

Could have been clearer on specific processes in the early planning phase (i.e. permission's behaviour).

The group stopped using the Work Breakdown Structure once the deliverables started to become more vague / we were left fixing bugs for previous deliverables.

We could have had the code more spread out / modularized so we could avoid stepping on each other's toes a little more.

Project Management:

Work breakup. Some members felt like they could have done more during weeks where they were just bug fixing. In contrast some members didn't do much work at all.

Members accepting more work than they weren't able to complete at times made it difficult to plan during the SCRUM.

Not having a clear list of deliverables to work towards in milestone two made individual team member expectations vague.

Technology:

App works on all tested devices, everything still working fine on the grand scale.

Would like to be ready to deploy at the end of this milestone, but there is still work to do.



Things That Surprised Us

Business issues:

General unavailability of team members.

Members anticipated being able to do a lot more work on the app during the break week, and have it as the time where I basically complete my portion of the work, but other assignments also overflowed into the break week.

Requirements:

N/A

Process:

Not being able to clearly define a backup plan for when members don't deliver their weekly work.

Team members had very little time to allot to the project with other ongoing class work.

How much other course work would take precedence over the coding for the capstone project.

How many bugs we had to fix as we worked through the code.

Project Management:

How useful the initial planning would still be in these later phases.

One member not making it to meetings / or completing assigned work made it difficult to correctly allot the work for the rest of the group to still meet the deliverable deadlines.

Technology:

Nothing is on fire. Yet.




Lessons Learned

Expect absences and plan around them. Nobody is always going to be available at all times.

Some members think in the future it'd be good to be more generous when planning timeframes for work and felt we planned pretty tightly and specific for the coding to be done given the amount of other work we have.

Some members enjoyed working on this project a lot more than they thought they would at the start of the semester.



Final Thoughts

Project is going well and should be on pace to complete on time without meeting the stretch goals defined at the beginning.

Pretty confident in this, just gotta push pretty hard in the end to make sure deployment goes smoothly.

Members confident in our ability to get it deployed to the google play store.

“Not entirely unexpected, but I love bug fixing. Late-night bug squashing has the same vibe as those anxiety dreams where I pull my own molars without anesthesia, but in the best way possible.”

Milestones Updates

Please include a list of your milestones, and an update to reflect the current state of each of them.

AGILE PROJECT PLAN TEMPLATE (source: Smartsheet)

PROJECT NAME	Project SCRAPBook			PROJECT MANAGER	David Russell
PROJECT DELIVERABLE	Android game built with Android Studio that takes the gameplay of a classic Rock, Paper, Scissors game which incorporates users' photos and color analysis to win. It will be deployed and available to download for free on the Google Play Store.				
SCOPE STATEMENT	The final deliverable for this project will be to have a viable working application published to the Google Play Store.				
START DATE	Feb 3 / 21	END DATE	April 14 / 21	OVERALL PROGRESS	57% (32/56) [As of Mar 29/21]

TASK NAME	ASSIGNED TO	START DATE	END DATE	DURATION in days	STATUS
MILESTONE 0	Everyone	Feb 3/21	Feb 17/21	14	Complete
Researching Git Branching Workflow & Github (1.1.1)	Adam	Feb 3	Feb 10	7	Complete
Researching SCRUM as Agile Methodology (1.1.2)	Craysyn	Feb 3	Feb 10	7	Complete
Researching Using the camera / photo library / stock photos as part of an Android project (1.1.3)	Jayden / Kieran	Feb 10	Feb 17	7	Complete
Researching Color theory and how RGBA works with Rock Paper Scissors Logic (1.1.4)	Craysyn / Brady	Feb 10	Feb 17	7	Complete
Researching Deploying to Google Play Store (1.1.5)	Jayden	Feb 3	Feb 10	7	Complete

UI 1.0 Wireframe (2.1.1)	Kieran / Jayden	Feb 3	Feb 10	7	Complete
Define Coding Style Guide / Conventions(1.2.2)	Cravsyn	Feb 10	Feb 17	7	Complete
Define Communication Plan (1.2.3)	Jayden	Feb 10	Feb 17	7	Complete
Develop GitHub Code of Conduct (1.2.1)	Adam	Feb 17	Feb 19	2	Complete
MILESTONE 1	Everyone	Feb 17/21	Mar 3/21	14	Complete
UI Least ViableProduct to Code Against (2.1.2)	Adam	Feb 17	Feb 24	7	Complete
UI Intents / Bundles Navigation (2.1.3)	Adam	Feb 17	Mar 1	12	Complete
UI 1.0 Testing (2.1.4)	Adam	Feb 17	Mar 1	12	Complete
Selecting Up To 9 Photos At Once (3.1.1)	Jayden	Feb 17	Feb 24	7	Complete

Storing And Passing Photos The User Selected (3.1.2)	Jayden	Feb 17	Mar 1	12	Complete
Accessing Photo Testing (3.1.3)	Jayden	Feb 17	Mar 1	12	Complete
Find Stock Photos Online Of Varying Colors (3.2.1)	Kieran	Feb 17	Feb 19	2	Complete
Use Resources Folder (3.2.2)	Kieran	Feb 17	Mar 1	12	Complete
Keeping Photos Out Of Memory Until Needed (3.2.3)	Kieran	Feb 17	Mar 1	12	Complete
Storage Testing (3.2.4)	Kieran	Feb 17	Mar 1	12	Complete
Determine The Color Of Given Photo By The RGB Value (3.3.1)	Brady	Feb 17	Mar 1	12	Complete
Assign Color Value To A Photo (3.3.2)	Brady	Feb 17	Mar 1	12	Complete
Color Algorithm Testing (3.3.3)	Brady	Feb 17	Mar 1	12	Complete

Compare The User's and Computer's Photos (3.4.1)	Brady	Feb 17	Mar 1	12	Complete
MILESTONE 2	Everyone	Mar 3/21	Mar 31/21	28	In Progress
Project Management Deliverables (1.2.4)	Everyone	Ongoing	End of Term	Ongoing	In Progress
UI Color Mockup (2.2.1)	Adam	Mar 3	Mar 8	5	Complete
UI Implement Color Mockup (2.2.2)	Adam	Mar 8	Mar 15	7	Complete
UI Prettifying & Color Fixing (2.2.3)	Adam	Mar 15	Mar 17	6	Complete
UI XML Animation (2.2.4) [Sound Effects?]	Cravsyn	Mar 10	Mar 17	7	In Progress
UI QoL Changes (2.2.5)	Adam	Mar 17	Mar 24	7	In Progress

Remove the SCRAPBook title bar across the top	Adam	Mar 17	Mar 24	7	Complete
UI 2.0 Testing (2.2.6)	Adam	Mar 17	Mar 24	7	In Progress
Implement Rock Paper Scissors Rules To Determine Winner (3.4.2)	Brady	Mar 3	Mar 10	7	Complete
Get camera working	Jayden	Mar 3	Mar 10	7	Complete
Monitor Score Of The Game (3.4.3)	Brady	Mar 8	Mar 17	7	Complete
Rock Paper Scissors Testing (3.4.4)	Brady	Mar 10	Mar 1	7	Complete
Computer Player Randomly Use Stock Photos From Preselected Group (3.5.1)	Kieran	Mar 10	Mar 24	7	Complete
Computer Player Add Strategic Rules To React To the Player (3.5.2)	TBD	Mar 17	Mar 17	7	Dropped

Computer Player Balancing (3.5.3)	TBD	Mar 17	Mar 24	7	Dropped
Computer Player Testing (3.5.4)	Brady / Kieran	Mar 17	Mar 24	7	In Progress
MILESTONE 3	Everyone	Mar 31	April 14		In Progress
LAN Host A Game (3.6.1)	TBD	Mar 17	Mar 24	7	Dropped
LAN Generate Room Code (3.6.2)	TBD	Mar 17	Mar 24	7	Dropped
Have Client Connect To Game Via WIFI / LAN (3.6.3)	TBD	Mar 17	Mar 24	7	Dropped
LAN Error Handling (3.6.4)	TBD	Mar 17	Mar 24	7	Dropped
LAN Testing (3.6.5)	TBD	Mar 17	Mar 24	7	Dropped
Google Play Create Dev Account (4.1.1)	TBD	Mar 31	April 14	14	

Google Play Language / Localization Settings (4.1.2)	TBD	Mar 31	April 14	12	
Google Play Licensing (4.1.3)	TBD	Mar 31	April 14	12	
Google Play Store Listing (4.1.4)	TBD	Mar 31	April 14	12	
Google Play Choose Distribution Options (4.1.5)	TBD	Mar 31	April 14	12	
Google Play Finalize Launch Checklist (4.1.6)	TBD	Mar 31	April 14	12	
Google Play Publishing (4.2.1)	TBD	Mar 31	April 14	12	
Google Play Testing (4.2.2)	TBD	Mar 31	April 14	12	
Github Update README (4.3.1)	Adam	Mar 31	April 14	5	In Progress

Github Delete Unused Branches (4.3.2)	Adam	Mar 31	April 14	7	In Progress
Github Set Up For Pull Requests (4.3.3)	Adam	Mar 31	April 14	7	In Progress