SELT Team 6

ADDISON ARMSTRONG
DYLAN MCNAMARA
KAYLA FELDERMAN
JASON RATHJEN

Process

Pivotal Tracker

- Chose features from backlog based on importance
- Features were specific attributes relevant to functionality
- Features accepted after implemented and tested
- Assigned points based on team vote
- Four SCRUM meetings per week (MWRF), others as needed

Code Management

- Pull Requests for every story
- Meaningful commit messages and PR descriptions
- Required at least two member's review before merging
- Wiki updated almost daily

Deployment

- Heroku
- Deployed only when necessary
- Tested separately from local version

Testing

- Test cases for each feature implemented prior to coding the feature (TDD)

- RSpec tests used for coverage testing

- Coverage reported 100% on final sprint
  ◦ Some code may be missed due to the complexity of writing manual tests

- Used cucumber tests used for behavior driven testing (BDD)

- Regression testing used
  ◦ Ran all features and tests after a new feature
  ◦ Fixed any errors within tests created by new feature

Design

Simplistic and minimal front-end design
- Clearly labeled
- Pictures for cards

Database Design
- Piles Table
- Cards Table

id	Name	pile_type	visible	created_at	updated_at
1	Deck 1	deck	1	2020-12-13 02:17:41…	2020-12-13 04:14:20…
2	Deck 2	deck	1	2020-12-13 02:17:42…	2020-12-13 04:14:24…

id	suit	value	position	image	created_at	updated_at	pile_id
1	D	A	1	AD.png	2020-12-13 02:…	2020-12-13 04:…	7
2	S	A	1	AS.png	2020-12-13 02:…	2020-12-15 18:…	1

Functionality/Features

Motivation

- To create a functional card service that will allow a family to virtually play multiple card games.

Features Implemented

- Signup/Login with sessions stored
- Visibility Settings
- See all cards in the hand
- Cards move between piles
- Pick which card in your hand to move to a new pile
- Piles work as normal stacks
- Piles can be shuffled

Future Implementation

- Have a player hand for every player signed in
- See the other players in the game and how many cards they have
- Add and delete more decks and sinks
- Third Party Authentification through Google
- Reset button
- Scoreboard

Retrospective

Lessons learned

- Planning is everything
- Convention over Configuration
- 90%-10% Rule
- Good commit messages and PR explanations help
- Front end is a pain

What went right?

- Planning independent stories together
- Branch names matching the feature ID on pivotal tracker

What went wrong?

- Initial deployment took a while
- Heroku deployment for Third Party Authentification
- Adding files to gitignore - commiting 17,000+ LOC
- Dropdown list inside of a loop with onclick()