Project Group 5

Name of the team: The Akatsuki

Team Members

1. Niranjan Anil Tungatkar (011078730) Section 03

   Github ID: tungatkarniranjan

2. Ajay Tanpure (011430224) Section 03

   Github ID: ajayt

3. Mayank Tanwar (011435320) Section 03

   Github ID: mtanwar21

4. Darshan Sapaliga (011078665) Section 03

   Github ID: darshan009

5. Nachiket Joshi (011408956) Section 03

   Github ID: TheBloodMage

   Github repository link

   https://goo.gl/PyVoe4

   Link to Team's Task Board

   https://goo.gl/6AdTxt

   Link to Teams Kanban CFD Google Sheet

   https://goo.gl/8SsUfJ

Journal Entries:

Communication week#4 Journal Entry

Niranjan Tungatkar

According to Kent Beck – "Whenever you have a problem, think about how it could have been resolved with better communication".

This week we have realized that many coding and design problems can be resolved through communication with team members. Immediate communication can also help in saving precious time and efforts. For example, this week we designed and implemented an interface for cipher entity. During the implementation we realized that using text for a particular attribute makes the design more complicated and difficult to manage.

The issue was resolved by immediately communicating with the team members and checking if changing the attribute to GreenfootImage does not break any code written by any of the members. Once this was discussed the issue was resolved really fast.

Another facet we realized that it is important to let your team members know while creating a new issue on the task board. Even if the issue does not concern any other members and does affect their codes in any which way, it is always better to let the team know in advance that a new task was created on which the current task of the developer depends.

Another issue is that the team doesn't sit together hence, every member should really take this as his own responsibility to communicate effectively, feel that he is part of the team and share his problems and issues with the other team members to get timely help.

To overcome this communication gap, we have decided that once in a week we will sit together and code so that all the problems and issues are discussed face to face while coding itself and every team member gets to know the coding style and habits of other team members.

Build Integrity In week#4 Journal Entry

Ajay Tanpure

Independent Work : This week we have made satisfactory progress in the project development. This time everybody worked independently and in pace. Tasks were created in such way that there was less dependency between the team members for other's task. This helped to make team member become independent and work with sole responsibility.

Working on Other stuff : Team also has the mid term exams in the coming week. Despite of this, every team member tried their level best to complete their tasks within the specified time limit. This shows the dedication towards the work that has been undertaken. This attitude will help us to manage the work life balance, and professional life aspects and personal life aspects.

Respect – Week#4 Journal Entry

Darshan Sapaliga

Week 4 was totally focused on coding and finish building the prototype of the project before the mid terms, since we have made adequate plans for building the prototype.

Members have been assigned their own tasks to code and complete. Our team members realize that being in a team means they have some obligation towards the team and that these obligations need to be fulfilled. We formulated different models and it was given to members to do as individual tasks or two people together.

To achieve team respect, we have encouraged each team member to have their say and tried to see from their perspective if say, they say had different opinions from the rest of the team. This week we had some difference of opinions about how things were going. We arranged a team meet to discuss this issue and hear everyone issues out and made necessary amends to how things were going and settled out everything without hurting anyone's feelings.

At the end of week 4, I would say though we had our differences we did not let these issues break the team and discussed and sorted out these issues in a healthy manner.

Feedback: Week#4 Journal Entry
Nachiket Joshi

This week was all about coding the prototypes that we selected for the game, gathering the images, coding the algorithms to parse small text strings from users.

Feedback on Map Decision: After collecting feedback from all teammates on the map idea, we have decided upon the map actor class and the random map images that should be involved in it. Team will soon start coding on it.

Feedback on Basic Actors: After collecting feedback on the actors, we are now gathering the images for the basic actors and we will review these all images and only include the finalized into our code.

Feedback on Review: This week reviewing the work done has a little more significance to it. As some of our teammates have completed the tasks assigned to them on the waffle board, their tasks were moved to the review area. They also assigned these tasks to appropriate members of the team to review. Example the algorithm that was completed in the precious week, the images that were gathered in the previous week. The review feedback is still going on and once it gets finalized, we will include them in or game code.

Feedback On Test Cases: The teammates who completed their basic crypto algorithms are now trying to gather test cases and their expected solutions. These test cases will be completely basic as the algorithm and the game is in inception stage.

Simplicity – Week#4 Journal Entry

Mayank Tanwar

Last week we started our designing and coding process we had two weekly meetings we have our world, actor classes structure ready and we decide to make a small prototype of application in its first release.

We have planned five algorithms in our cipher class, three enemies in our enemy class, three maps each having four different cities. As the application is big and have many levels, we tried to keep the initial implementation simple and focused on one essential class of each actor in our game and build a quick prototype. This quick iteration can help us to set the flow of the game. As we have gone through each and every functionality of the game, we can learn what more to be added, or to alter to make it more close to our requirements.

Following this simplicity rule we avoided over complication, and checked in our design and code timely.