Week 6 Report for Group 27
Team Name: SWAT-Kats

Team Repo on Github: https://github.com/amit-sjsu/SWAT-Kats
Team Waffle Link: https://waffle.io/amit-sjsu/SWAT-Kats
Team Google Link of Burndown Chart:
https://docs.google.com/spreadsheets/d/1js9Rvp3n-4e7ZVD16oYveIa0BDsETNDFO9kUu41qkFc/edit#gid=0

Team Member's Name:
- Anudeep Rentala - Section 3
    - https://github.com/rentala
- Swathi Koduri - Section 4
    - https://github.com/swathikoduri
- Navneet Jain - Section 4
    - https://github.com/navijain90
- Amit Pandey - Section 4
    - https://github.com/amit-sjsu
- Mohamed Shafi Dayatar - Section 4
    - https://github.com/shafi-dayatar

XP values within the team:-

Communication: - Navneet Jain
Simplicity: -   Amit Pandey
Feedback: -   Anudeep Rentala
Courage: -   Mohamed Shafi Dayatar
Respect: -   Swathi Koduri

Journal for XP Value : Courage by Shafi Dayatar

I would start this week journal with quote as "Courage doesn't mean you don't get afraid. Courage means you don't let fear stop you.". Being fighting fear is a part of courage and in the past week we have been fight with our nightmares. The most important part of project, Coding. As we are in stage of Coding and implementation and it will take more two weeks to finish this part.

In last week we targeted the main core of our project and it was about connecting two houses using path. It sounds simple, but it is not. For our system path can have multiple blocks in it. In the past week we came up to skip this part and do manual mapping of the roads, but our team took this as challenge, and with courage came up with a solution.

This made us our code more feasible in terms of usage. So as par the logic, we implemented a class that would consider a given point, slope and distance, which predicts a new point which matches the distance mentioned with the same slope. So ultimately new predicted point is the on the same line, and is in progression with the blocks of a path.

For Scrum, I am working on sprint planning for this week. In which we decided which tasks are to be taken first to reach towards our end goal. We came up with three task and they are as follows:

1) Preparing level using path prediction algorithm.
2) Developing Minimal Spanning tree from the previous path available.
3) Validator which checks for the user input.

We had a review meeting last tuesday, in which every one gave feedback of their task. Not only that we discussed more about the burndown chart, and questioned more on are we following sprint properly or not.

Journal Entry by Anudeep Rentala - Feedback

I have selected Feedback as an extreme programming value for our project and will keep a record of this value throughout the project for our team.

- This week was challenging, productive and overall a good week
- Everybody was assigned tasks and they were busy working on them
- We held our first scrum meeting on Tuesday and decided on the backlogs for that week and everyone was involved and provided feedback to come up with the tasks
- Over the week, I also worked with my other team mates, to receive feedback on my code and expectation from my task and my expectation from others tasks
- As we were working on slightly interdependent tasks, it was important we had consistent feedback to achieve what we wanted
- I also worked on to integrate the code I worked on this week to integrate it with the master branch code
- We also followed our plan and held scrum review meeting over the weekend.
- The session was helpful as people put forth their views and discussed progress of our scrum cycle.
- Throughout the week I felt the development cycle and practices encouraged early and frequent feedback

Overall, it was a productive week. Personally, I finished my task early and spent time reviewing code and integrating code. We followed the core values of extreme programming and our processes are becoming more streamlined. Our code commits are more frequent, code integrations are smoother and with the introduction of scrum processes our overall structure and processes are more well defined.

Journal Entry by Navneet Jain-Communication

XP value Communication says "*Everyone is part of the team and we communicate face to face daily. We will work together on everything from requirements to code. We will create the best solution to our problem that we can together*".

I have chosen this activity for the project and will make sure that within my team we have a good communication platform for all the members. After five weeks of the project, I can see a lot of change in my team. They are interacting more and everybody is willing to share his/her ideas during the team meetings.

During the sixth week of the project, I made sure that everyone in the team is well communicated with each other and below are the following steps which we took as a team to fulfill that.

1. First team meeting for this week happened on Tuesday and as always I booked room in the library for the meeting.
2. This first meeting was for 2 hours and we decided the sprint backlog which we need to deliver for the second week.
3. We welcomed the ideas from everyone and then with everybody's consent we finalized on the backlogs.
4. Once everything was setup, then the team was asked work on their respective backlogs items and each of the team members are given some task.
5. Every week we do daily scrum over the conference call and for sprint review we had a meeting on Saturday.
6. During this meeting everybody explained the backlog which he/she had fixed and then review was done.
7. Everybody reviewed the backlogs which has been fixed in this sprint and we discussed little bit on the next sprint.
8. By this I am trying to create a platform for everyone in the team to communicate with each other and thus find a better solution to the problems.

From now onwards, firstly I would like to continue most of the things which we followed last week and in addition to that there are few steps which I am planning to take for improving the communication within the team. The steps are as under: -

1. I will make sure that in my team there are various communication channels open and everybody is free to talk.
2. Any team member having some problems should try to speak out in the team meetings and hence we will be able to solve that.
3. Everybody is given equal time in meetings and everybody uses that platform to communicate his/her ideas and problems if any.

From individual point of view, I have started the coding part and will try to come up with some use cases that can be tested using Junit testing environment.

Journal for simplicity by Amit Pandey

XP values have placed a great role in maintaining the continuous growth of the project. By following the XP values within the team we are moving toward our goal in a very smooth way.

As part of simplicity ,

1. We have focused on development of the project as per the requirement. We had fixed our requirement in the beginning of the sprint and have only worked on the user stories that was part of the sprint and did not worried about other user stories.
2. We have divided the entire task in 4 sprint and user stories to be completed have been divided among these sprint as per the priority and choice of the development team.
3. For sprint 1 we focused on level 1 of the game creation and tied to make things simple so that we can produce some shippable product at the end of the sprint.
4. We have fixed task to do for every sprint and will bring some shippable product at the end of ever sprint.
5. Integration of the project is done at the end of every sprint and contracts between the team members has been defined, so that no extra work is created due to each other module dependency.
6. Short meeting of 15 mins have been set up on daily basis, each team member explains what he has done and what he will be doing in this meeting.
7. Making thing simple with the project has increased the efficiency of the team mate and also has increased the momentum of the project.
8. Every team member is finding it easy to work in small task and integrating it, rather than taking a big task at once and stuck with it.

Journal Entry by Swathi Koduri- Respect

Respect is my chosen core XP value and I will be recording how the team keeps up Respect during the entire time of the project. I will also ensure everyone on the team feels respected and give their best due to the confidence instilled by mutual respect.

After the first Sprint has ended, we held a Sprint retrospect meeting and then started with the second Sprint. A meeting was held to discuss the tasks all the team members would be completing during the second sprint. The following have been discussed in the Sprint Planning meeting:

- After successfully collaborating and working with each other, Our main aim for this week was to follow up with the continuation of our assigned task keeping in mind the time constraints of our project.
- The meeting was held for 1 hour and everyone on the team discussed about the next sprint's tasks and Sprint Backlog was decided along with the definition of done.
- We have added the user stories for the second Sprint on the waffle board and assigned all the tasks to respective team members.

During this week, my task was to design the layout of the game screen where when the player opens the level, he should be able to see different houses and it should be clear that he should connect them. The score of the player that is the number of moves he has used and the number of moves left should be displayed in the top part. I collaborated with Shafi and we have designed the Game screen.