

Week 8 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-4e7ZVD16oYvela0BDsETNDFO9kUu41qkFc/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 Entry by Mohamed Shafi Dayatar-Courage

Journal Entry for Courage(XP values) by Mohamed Shafi Dayatar

As we all know that semester is about to end and we are trying our level best to complete all the project work of all courses and I find that we are progressing very well particularly with this course. There are various reason and some of them are as follows:

- OutSpoken Team Mates(Everyone with Courage)
- Better Understanding
- Enthusiastic
- Plans well in advance
- Better Communication
- Respect

Due to the above reason we able to make it so far, we are doing tremendous job, whether it is about implementing new design patterns in our project or to study about other design pattern. Team meetings are properly timed and every team meeting has a conclusion that's a wonderful part of this.

We started implement design patterns as well as making code to work remotely that is implement client and server architecture. Out of 5, two members of team are working on cloud deployments and implementation and two members are busy with design patterns. One member is trying level best to give best in UI. This is the most challenging part it seems.

Scrum and kanban give extra power and make project easily maintainable and we can see progress every week. Without scrum and kanban it would be so difficult to implement, as we would be beating around the bushes. With scrum it helped us narrowed down our task and help us to make better estimations. As every week we finished our goals we were able to see complete picture in our mind.

Our teams does a wonderful job in every aspect. I hope to have a team like this in every courses. Kudos to my team!!!!

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.

- Our focus this week was mainly on final integrations and putting everything together. We were also working on some code refactoring to include design patterns in our code.
- Previously, we worked on integrating each of our components and this week some of us were working on the server deployment and the rest were working to implement and integrate design patterns
- We are maturing and growing as a team. Our daily scrum meets are more fine-tuned. Scrum planning and scrum reviews are reflective and more informed
- Extreme Programming principles are integrated thoroughly in our team
- The meetings are more productive, there is rarely any confusion, and communication and feedback happens so often that everyone is on the same page all the time

Overall, it was a productive week. Personally, I enjoyed integrating and reviewing code. I also worked to implement design patterns in the code. We, as a team, considered several options and decided to implement the design patterns that seemed appropriate. Scrum and Kanban methodologies helped us make decisions quicker and track progress on them. As we are nearing the completion of our project, I can only look back and be proud of how we as a team have truly embraced these new methodologies and principle.

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 eighth 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. Basically this week we tried to integrate the code developed by all the team members and implemented the client server model to support the multiplayer game requirement.
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 learned restlet model in this week and trying to implement the same in our game code. I implemented the server code using the state machine design pattern.

Journal Entry by Amit Pandey – Simplicity

It's almost completion of project now and XP values have played a great role. It is due to following XP values within the team that we have reach to the end of the project in a very smooth way and with desire result.

As part of simplicity,

1. All the development had been done keeping in mind what is required rather than what would be required in future. We have developed our project keeping in mind the present demand of the client.
2. Every teammate focused on his/her user stories and finished his/her task on time for every sprint. Dividing the task and focusing on only what is given to each individual has helped us a lot to complete project on time.
3. Every Sprint was delivered on time and meeting were very effective. Daily scrum meeting helped to track the progress of the project.
4. At the end of the 4th Sprint, as targeted we have now a full fledged shippable product.
5. By Integrating the project at the end of every sprint and developing project keeping in mind the contracts between the team members has helped us lot in project completion on time and reduced the dependency on any individual.
6. Keeping things simple, dividing responsibility, meetups, focusing on what required, delivering sprint on time etc. is what required for successful project.
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 found it easy to work in small task and integrating it, rather than taking a big task at once and stuck with it.

Simplicity as an XP values, made us realized that simple things works better than complex in a project. Every project complexity should be first divided into simple task and then be solved. Small modules are much more effective than big one.

Journal Entry by Swathi Koduri- Respect

This being the last Sprint in our project, I am proud to say that our team has successfully kept up Respect among the team members during the entire course of the project. Some of the values that are team practiced are:

- Everyone on the team have treated their team members with the utmost respect and ensured that everybody got a chance to express themselves.
- The suggestions and opinions of each team member were carefully considered without any prejudices or haste and feedback was given in a very constructive way.
- Everyone on the team respected the other team member's deadlines and all collaborations were done in a way as to not inconvenience any one on the team.
- At the end of every Spring all team members successfully completed their tasks and delivered their modules on time.
- All the meetings were held according to the decided time and were very effective in dividing the tasks and handing important and relevant tasks.
- While working together to integrate the individual modules, everything went on smoothly and the daily scrum standup was essential in keeping everyone on the team up to date with the progress of team members.

During these last few weeks, I have been focusing a lot on the game's User Interface and the wireframes along with the design pattern which I am implementing in the game. All my teammates have been very helpful in any doubts I have and treated me with respect and patience. Through this project by using Scrum and Kanban methodologies, I have learnt how to plan the work and follow through with it by sticking to the deadlines and be flexible. I am very proud of our game and all my teammates.