Week 7 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 Entry by Mohamed Shafi Dayatar-Courage

Courage - what should I say about it. I am out of words when I talk about courage, as my vocabulary is not that great. Our team has been following everything as expected. Everyone questions when in doubt and everyone does give a proper explanation/reasons for the every questioned ask. Asking questions for seeking right answers is only because of Courage. Also giving right answers for a question asked, will only appear when you have thorough knowledge of the subject, with knowledge you definitely get a courage to speak and argue.

This week we have talked about on the design patterns which we could use in our project. We did debate on which design patterns are suited on which are not. This discussion went on for couple of hours. Not only that we had to come up with concrete reason to use a particular design patterns. For now we have concluded that this patters are useful in our game:

Composite, Factory, Chain of Responsibility, Strategy, Iterator

This were discussed in our sprint planning meeting which happens on every Saturday before class around 11:00 am to 12:00 pm. We had this meeting in library in room no 834. Although we did plan it to complete in one hour, but as discussion was so rigorous we had to extend this meeting after class and lasted till 5:00 pm from 3:30 pm.

While from sprint review meetings everything seems to be working on schedule.

Not only about review, this week we also held our 1st sprint retrospective meeting which lasted for one hour. In this meeting we discussed about things which went wrong and which did go wrong. For every wrong things we noted it down on file and will make sure that this won't happen in future again.

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 integrating the code all of us wrote.
- Like every week, we started our week with a Sprint Planning where we took everyone's feedback to come up with backlog items
- We were tracking the progress we were making in our sprint cycle and a proper process was followed through out
- Our code was being developed rapidly and we were continuously integrating and reviewing code throughout the week. This allowed us to gain quick feedback of the code we were working with.
- 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
- We are progressing well and practicing core values of extreme programming

Overall, it was a productive week. Personally, I enjoyed integrating and reviewing code. I also received feedback on my code and I got to give feedback on the code that others had written. Throughout, 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 seventh 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 decided on the design patterns which we will be implemented in our game.
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 design patterns in this week and trying to implement the same in our game code. I am thinking on implementing Decorator pattern in my code and next week I will work on this part of the game.

Journal for simplicity by Amit Pandey

Simplicity as an XP values have placed a great role in maintaining the continuous growth of the project. Simplifying things within the team, makes project accomplishment possible on time and as per the client requirement.

As part of simplicity what we have done,

1. Task within the sprint has been divided as per the requirement of the project. We have decided sprint as per the current requirement of the project without considering the future requirement.
2. Integration of the project is being done on weekly basis so that we are not stuck with huge code to integrate at the end of the project.
3. For sprint 3, we focused on multilevel 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. Working hours has been marked on burn down chart and everybody is focused on his working hours. This is making things simplified and helping us to complete the project module without any difficulties.
5. Daily 15 minutes meeting is done in which every team members defines what is has done yesterday, what he will be doing next day.
6. 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.

As part of simplicity what we will be doing,

1. We would be developing multiplayer game in coming sprint.
2. Peer coding and code review is to be implemented within the team and which would help to simply code dependency within the team members and coding standard is followed.
3. We would be implementing design pattern within our could in coming sprint .

Journal Entry by Swathi Koduri- Respect

Respect among team members is essential for the members to be able to trust the advice and suggestions given by others. The members should respect other member's code and write their own code so that it will not disrupt other members code. When people are respected, they will feel confident while making suggestions and ideas. This is very nicely implemented in our team.

During the seventh week of our project, the following were implemented:

1. The first meeting was held on Tuesday and the sprint backlog for the week was decided.
2. The design patterns which will be used in our project were discussed extensively.

3. We communicate with each other about the progress of our tasks every day over a conference call which lasts 15 mins like daily scrum.
4. Integration of code was done and a review meeting was held on Saturday where the tasks of the week were discussed among the team members.

I have decided I will be creating the wireframes for our project and I have started working on them this week. Apart from that, I have made a few changes to the layouts of the various screens and how the user navigates between them. I have also learned about design patterns and which one I would like to implement during the project.

In the remaining crucial weeks of the project, I will try to see that our team keeps up all the principles they have flawlessly kept up during the before weeks. In the last stages of the project where results will be seen, everybody should feel responsible towards the project. And during integration, respect should be ensured.