

Week 5 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 for Courage(XP values) by Mohamed Shafi Dayatar

This week was one of the best week for our team. Not only every has courage to talk, but also shows courage to take action. I think this week was one of the most productive week for our team. We had couple of meetings this week and they are as follows:

- Sprint Planning.
- Sprint Review.
- We had daily sprint update meeting.

We did our daily sprint meeting asynchronously, as we weren't able to match up a time together. So every posted there updates on whatsapp group and Project owner update(Swathi for this Week) updated the Burndown chart for this week.

Oh yeah, As for the sprint , we have sprint cycle which lasts for 1 week. And we have planned our sprint planning meeting to be held on Saturday before class. Not only that we also have project review meeting which will be held on every Tuesday from 1:00PM to 2:00PM, and in this meeting we would review our sprint working during the past week. We have planned our sprint retrospective meeting to be held every two weeks.

As we have five sprint weeks so we divided sprint role in everyone as follows: Everyone has a chance for becoming a product owner and Every week one of our team member change his/her role. And it is followed in this sequence: Swathi/Shafi/Navineet/Amit/Audeep. Not only that we have scrum master role and every member gets a chance to become a scrum master. And this is followed in this sequence : Shafi/Navineet/Amit/Audeep/Swathi. Our team is showing courage as usually. 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.

- Post midterm our focus on the project was back on again and we started incorporating Scrum practices to our processes this week
- We met post class to discuss the game implementation and created user stories. Everyone was contributing to it and each user story would go through a continuous feedback cycle and I was glad to see everyone contributing to it
- We added several user stories to our task board and scheduled user stories for the sprint. Each of us picked up what we wanted to work on and divided them into further user stories to keep better track of our progress.
- We also formalized our definition of “done”. Our take was that each user story’s implementation would be reviewed by at least two other developers before being moved to “Done”. By doing so we were sticking to the extreme programming principle, feedback.
- Several processes were discussed and everyone contributed and provided feedback to the several process that we had discussed to implement as part of our transition to Scrum methodology.
- We also planned to do 1 week sprints so we have short continuous cycles of development that encouraged early and frequent feedback

Overall, it was a productive week. Personally, I picked up the user story to implement krusta 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”.

Tony Robbins has rightly said “To effectively communicate, we must realize that we are all different in the way we perceive the world and use this understanding as a guide to our communication with others”.

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.

During the fifth 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.

- This week we basically focused on the sprint planning as now we have to follow sprint agile development model.
- First team meeting for this week happened on Wednesday and as always I booked room in the library for the meeting.
- This first meeting was for 2 hours and we decided the sprint backlog which we need to deliver for the first week.
- We welcomed the ideas from everyone and then with everybody's consent we finalized on the backlogs.
- 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.
- We had a conference call on Saturday. This was just a sync up call to check the status of work for each team member. Everybody was asked to communicate the problems if anybody is facing.
- 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: -

- I will make sure that in my team there are various communication channels open and everybody is free to talk.
- Any team member having some problems should try to speak out in the team meetings and hence we will be able to solve that.
- 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

For the 2nd part of the project, XP values are playing very important role within the team. Simplicity as my XP value has been successfully implemented on the 1st part of the project. By sticking with the XP values and strictly implementing it into the next phase of the project we are smoothly moving toward the project goal.

For the 2nd phase of the project, as part of simplicity,

- We focused only on what was required. Calculation of minimum path to check whether the player has won or not has been done in a simple way. Complexity has been removed where it was possible.
- Basic code structure has been made and requirement has been cleared. We are working with the requirements given and not bothering about extra things.
- Every team member has been given user stories to complete for the first sprint, he is only required to complete the user story he has taken for the first sprint and get it completed by the sprint end date.
- We have fixed task to do for every sprint and will bring some shippable product at the end of every sprint.
- Contracts between the other members have been defined so that every member design his/her code accordingly and no individual should face any kind of coding difficulty due to other's module code. Basically we don't want extra work to be done which is not required.
- We are integrating our code on daily basis so that we are not stuck with the code integration at the end when everybody has completed his/her code.
- 15 mins meeting has been set up on daily basis, so that everybody can give his/her output for the day and can get doubts clear on project if there is any one.

Simple things work better than complicated things, making things working at every sprint we are making sure that our code does not create any integration problem at the end. keeping this in mind we are moving with our project meetups and eliminating things which are not required.

Journal Entry by Swathi Koduri- Respect

I have chosen Respect as my core XP value and feel it was successfully kept up during the first part of the project. I will be documenting how the team keeps up Respect during the second part of the project also.

Before starting with the second part of our project, our team held a meeting to decide on our Scrum practices, Product Backlog and the Sprint times. The following have been discussed in the team meeting:

- Our main aim for this week was to create the Product Backlog and prioritize them keeping in mind all the requirements and time constraints of our project.
- We have decided during the five weeks of the second part of project, everyone on the team would be playing the role of Scrum master and Product owner for some fixed time.
- The meeting was held for 2 hours and everyone on the team was able to express their opinions and the sprint backlog for the first sprint was decided along with the definition of done.
- After this, we divided the work of the project among the team members and also the time each member had to work to achieve the sprint goal.
- We have added user stories on the waffle board and assigned all the tasks to respective team members.

During this week, I collaborated with Navneet and we have designed the Start screen and the Tutorial screen of the game. The theme of the game was decided and we are also adding voice for the tutorial. We had a conference call to know if everyone was on track with the sprint schedule and if anybody had any doubts.