**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.

* 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*”.

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**

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 ever sprint.
* Contracts between the other members have been defined so that ever 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.