November 13, 2016



# CMPE 202 - TEAM PROJECT - WEEK #7

TEAM 8: ILLUSION

**Project Group #8 Team Illusion**

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### Team's GitHub Repository:

### <https://github.com/cmpe202-team8/courseproject>

**Team's Task Board:**

[**https://waffle.io/cmpe202-team8/courseproject**](https://waffle.io/cmpe202-team8/courseproject)

**Team’s Sprint Burndown Google Sheet:**

[**https://docs.google.com/spreadsheets/d/1hWOQLq6E-2FrsQg6gd6JcvweN0vdCQ-lkXzAxPu0m7w/edit - gid=0**](https://docs.google.com/spreadsheets/d/1hWOQLq6E-2FrsQg6gd6JcvweN0vdCQ-lkXzAxPu0m7w/edit#gid=0)

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**Journal Update from Team Members**

## Ashna Sebastian

**Core Value: Communication**

This week once gain I want to emphasize on the importance of Communication in Scrum Agile methodology. In Scrum, communication happens mostly face to face through different meetings like the Scrum meeting, Sprint Planning Meeting, Sprint Review Meeting and the Sprint retrospective meeting. Effective communication by asking relevant questions at the appropriate time is very important in Scrum. This is because if there is no communication gap among the team members and between the product owner and the development team, the end product will be as expected with all the features as expected by the product owner. The meeting also provides an opportunity to give a peer review feedback and suggestions which helps the team members to improve their technical and design skills. We are in 7th week of the Team Project and is following the Scrum methodology. As decided, we had 2 weekly status meetings and also another meeting which helped us to integrate and test all the new features developed this week.

This week, during the status meetings we discussed about the design patterns that be implemented in our game design. We need to select atlas 5 design patterns which can be used for our application. The first design pattern selected in the Observer pattern. In a UI based application there can be lot of events and event handlers which should be called based on the events. This can be done using Observer pattern. We can also use Composite design pattern because we have some functionalities wrapper around other. We can also make use of the Proxy pattern, Factory pattern and Decorator pattern. Each one of us will take one of these patterns and use it in our code.

This week we (me and Vaish) tested the already completed pages, the home page, login page, register page and the game level selection page. We identified some issues and fixed these. We also made some changes to the game page design during the first status meeting. We then started coding the html and angular components for the game page. During the second meeting we reviewed the game page html and integrated the angular components. We started integrating the REST APIs in backend and the Angular components in front end. We are using AJAX calls to call the node js REST service from the Angualr js. We started integrating the login and register service and identified some mismatch in the JSON format send by the Angualar in the AJAX call and the message expected by the node js service. We are fixed this issue and currently the login and register is working completely from end to end. The project development is going as planned and we are able to resolve all the challenges faced in the Project during the review discussions.

## Neha Kumar

### Core Value: Simplicity

## Rakesh Datta

### Core Value: Feedback.

## Vaishampayan Reddy Pathuri

### Core Value: Courage

## Vimal Muraleedharan Nair

### Core value: See the Whole

We made good progress related to API development. The overall development process has been divided page and each person from the backend has taken each of the pages. I am currently working on the Login related API’s. Majority of the functions related to Login includes register, login, session creation, Single sign on. Each of these functions are handled by separate API’s. The major difficulty was faced while creating API for Single Sign on, which is obviously a complex module. There are lot of factors which are taken into consideration while creating SSO, since its more of a third party service. We have signed up with the google developer console to get access for the SSO for Google Account. This will ease out the process of creation of registration, basically the user can skip pass the registration with the use of Single Signon. Hence we choose it to be included in our service list.

Apartment from SSO, all the login related services are hitting the Mlabs service which is hosted at the mongo cloud. This service is highly scalable and elastic so that we can scale it as and when needed. When at some future time when we want the application to be used by lot of users, we should not restrict our services in way it restricts scalability. So we took take of that concern in our design. All my services required lot of validation rules, which is another painful task while creating all the services. We tackled this concern by having a meeting and discussing all the validations related aspects and collecting all the items before starting with the development. This way we made sure that we are covering all the aspects of the proper validation. This indeed was a fruitful approach in delivering quality software product to the end user. Being a responsible software engineer, we have to make sure there are no setbacks in our product related to validation before deploying the product. So in all these project related activities we made sure that we are thinking about the future, when we do even a small task. We are maintaining proper documentation for all the project artifacts and whenever we have discussion we make sure that rather than solving the problem, we fore see similar problems so that we can avoid occurrences of instances in future. This is clearly is an example of See the whole capability of our development process. We are indeed very happy to say that we give attention to even minute level details during the development process. All these definitely attribute to the ‘See the whole’ core value. We are smoothly progressing to the finishing of the project; the expectation is that we will wrap up the total project by third week of this week. We do plan for giving some time for the complete system testing and also releasing the product to a small set of people to get feedback from them.