

Project Summary

csci205_final_project

Project Details

Members

- Alex Araki-Kurdyla
- Derek Araki-Kurdyla
- Leo McMenimen
- Nathan Stamford

Project Retrospective

What was your initial goal?

Create the classic board game Sorry! and include all the different types of cards in the game.

What did you achieve?

We created the board game Sorry!, however we missed some specific cards such as the full effect of the Sorry! card and we messed up some corner cases, but overall we have a functioning game.

What went well in the project?

We distributed work well, and we communicated very effectively with our team.

What could be improved?

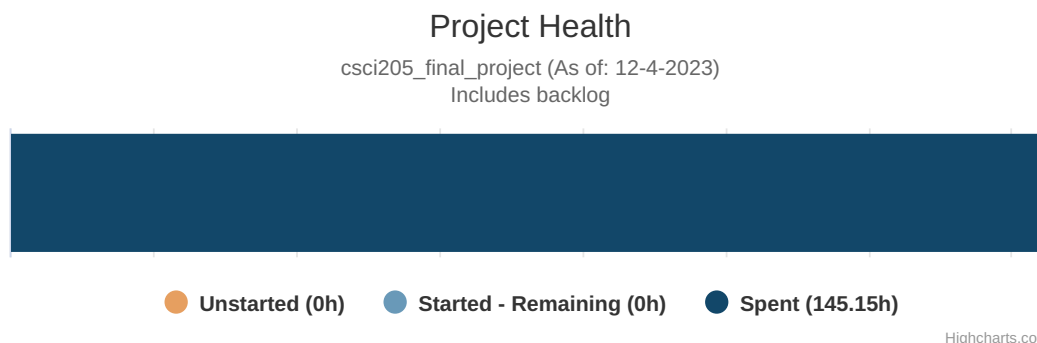
Our planning and documentation along the way could have been improved.

What would you change if you did the project again?

If we were to do the project again, we would have done all of the code before we tried to make a GUI rather than creating code and GUI simultaneously because we then faced a problem connecting the two of them.

Charts

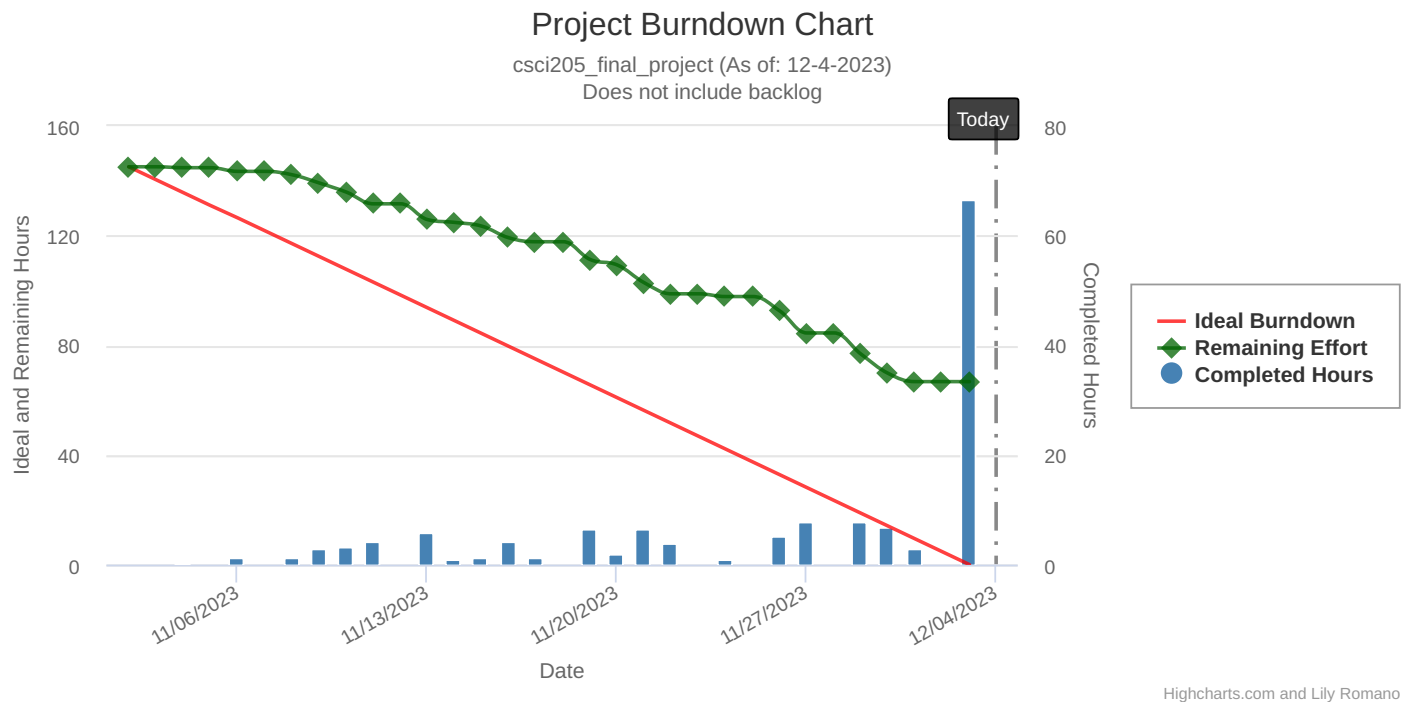
Health Bar



We completed all of the work we gave ourselves, however we did not assign work for special methods that we did

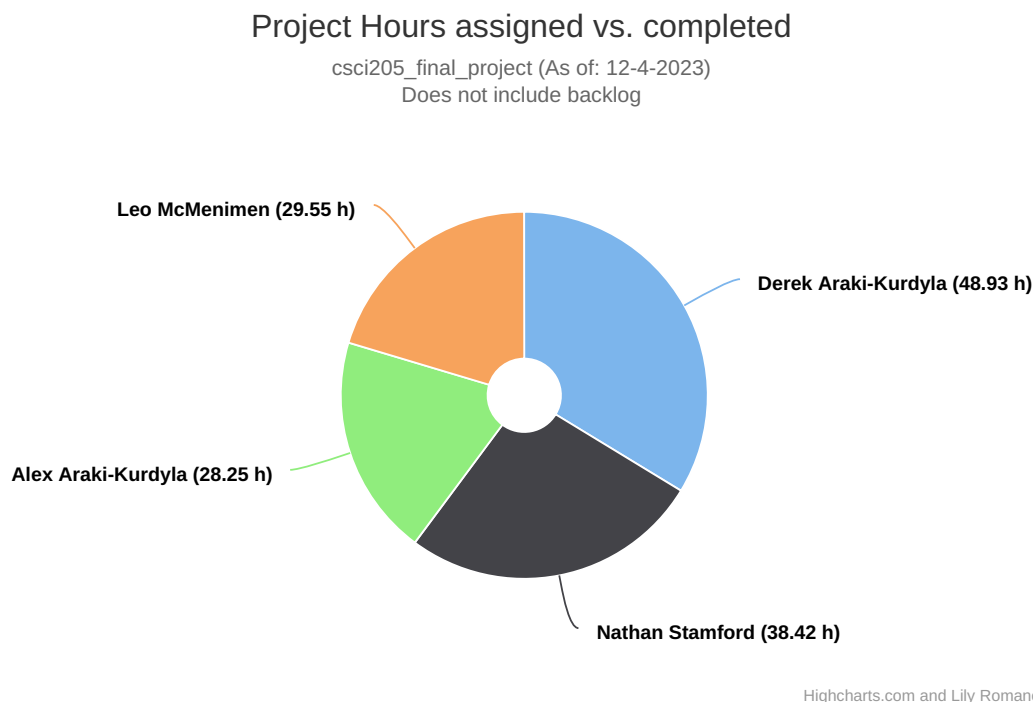
not have time to start working on. We started well with all of our work, but by the end we started to get a little stuck on certain tasks so we had to slow down and not get to the work that we wanted to do.

Burndown Chart



We did a good job spreading out our work. The chart shows that we did a lot of work on 12/03, however this is just because we logged 3 days worth of work in the one day. We had waited until we completely finished the task to log the hours. Our remaining hours compared to the ideal breakdown seems off, however we collectively feel that we spread out the work across the project very well.

Assignee Chart



We believe the work was very well spaced out among the four of us. Derek and Alex had some more work done

because they were very focused on a lot of the technical tasks and occasionally helped with documentation. Alex and Leo focused mainly on the Documentation and occasionally helped with code. We failed to log anying tasks as a bug, but we would log any debugging task as a tech. task. We are all very happy with how we each put in fair amount of work towards this project.

Name	User Stories	Bugs	Tech. Tasks	Design Tasks	Spikes	Doc.
Alex Araki-Kurdyla	2.5	0	10	14	0.5	1.25
Derek Araki-Kurdyla	0	0	45.17	0.35	0.5	2.92
Leo McMenimen	0	0	23.3	1.25	0	5
Nathan Stamford	9.08	0	26.5	0.83	0	2

Sprints

Sprint 1

Dates:

11-2-2023 to 11-9-2023

Review:**What went well in the sprint?**

We planned out our project very well, and our communication was stellar. Despite being in different classes, we are able to keep each other updated and join together during our lab time.

What could be improved?

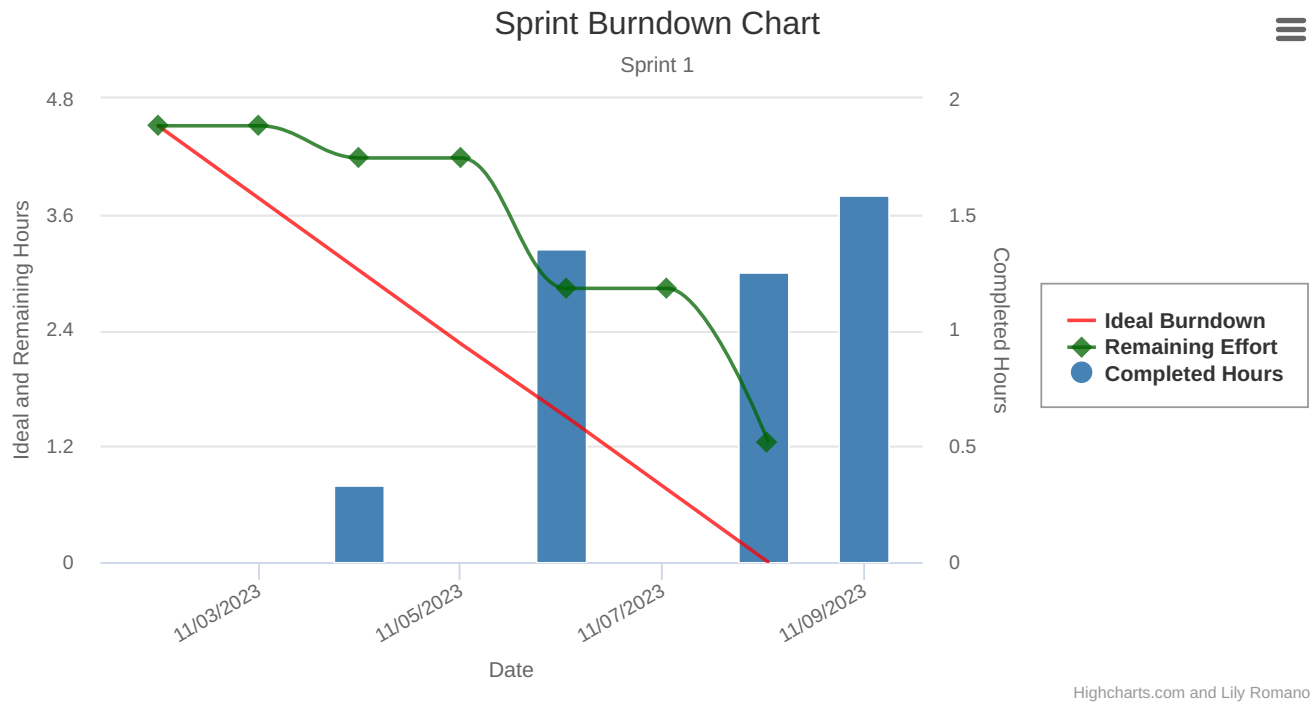
We could increase the amount of work we do during our sprint. This was a good planning period but we could have pushed ourselves more.

Are you on track? What is your plan if not?

We believe we are on track, our main concern is javafx. We are planning to deal with it later in our project.

What will you improve on in the next sprint?

We will push ourselves more with the amount of work and start the technical stages of our code.



Sprint 2

Dates:

11-9-2023 to 11-16-2023

Goal:

-A prototype of the code working -Dependencies between classes understanding -Become familiar with JavaFx

Review:

What went well in the sprint?

We portioned work well and our burndown chart looks pretty good.

What could be improved?

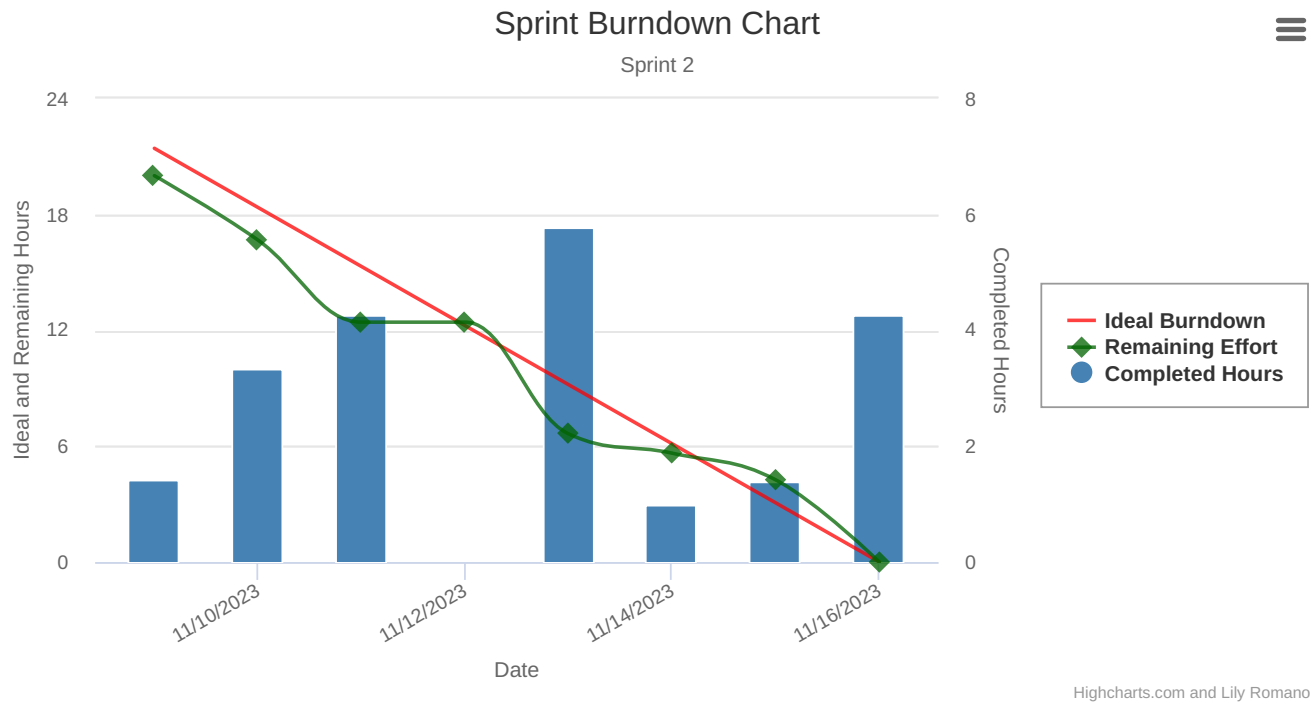
We could estimate times better, and log the work for debugging code.

Are you on track? What is your plan if not?

I think we are on track. Our plan for the end of the sprint was to have some type of main method that creates all of the objects for our Sorry! game, like pawns and the deck of cards.

What will you improve on in the next sprint?

We should improve on estimating times and accounting for other work like debugging that we may have missed in the last two sprints.



Sprint 3

Dates:

11-16-2023 to 11-27-2023

Goal:

Finish testing and get a prototype working

Review:

What went well in the sprint?

We finished two parts of our project, the visualization and the logic. We have a game that works when ran.

What could be improved?

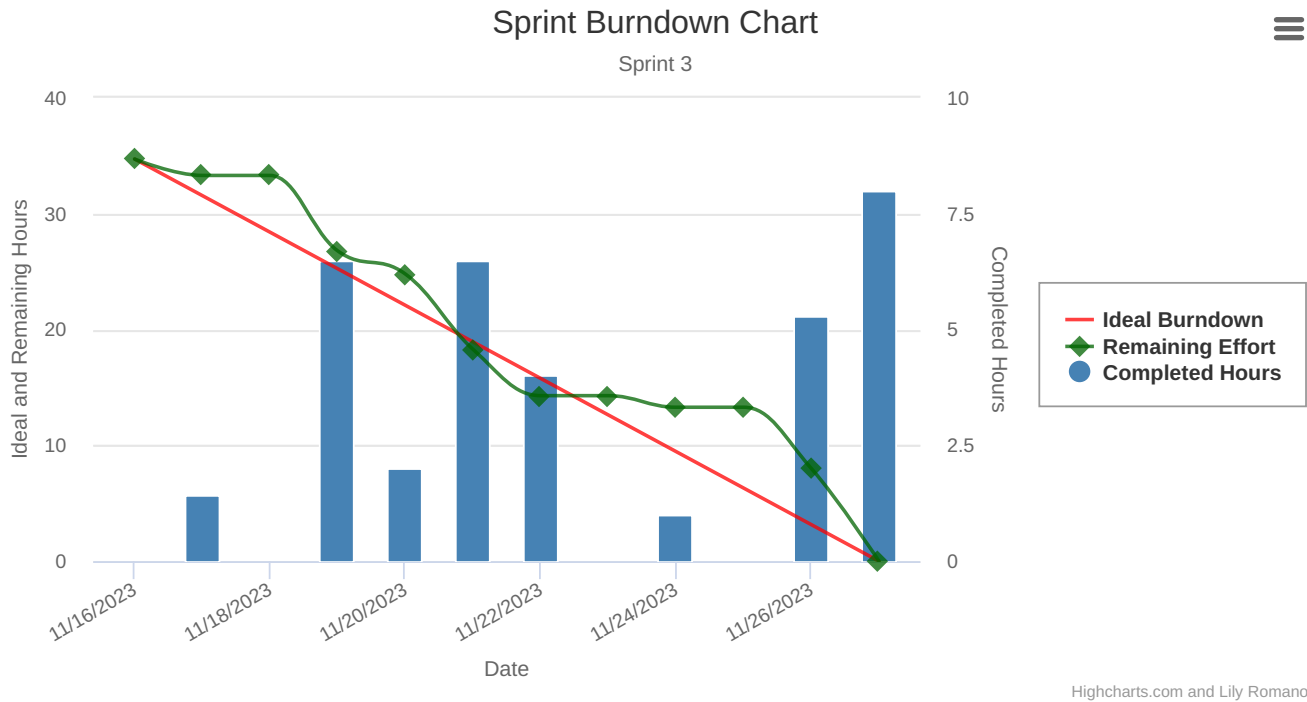
Communication. It was hard to find time to get together and work as a team.

Are you on track? What is your plan if not?

Yes we are on track. We have to connect our two parts together to make our functioning game.

What will you improve on in the next sprint?

I'd like to focus on documenting time and working together on tasks.



Sprint 4

Dates:

11-27-2023 to 12-4-2023

Goal:

Get a finished product together. Connect our two programs

Review:

What went well in the sprint?

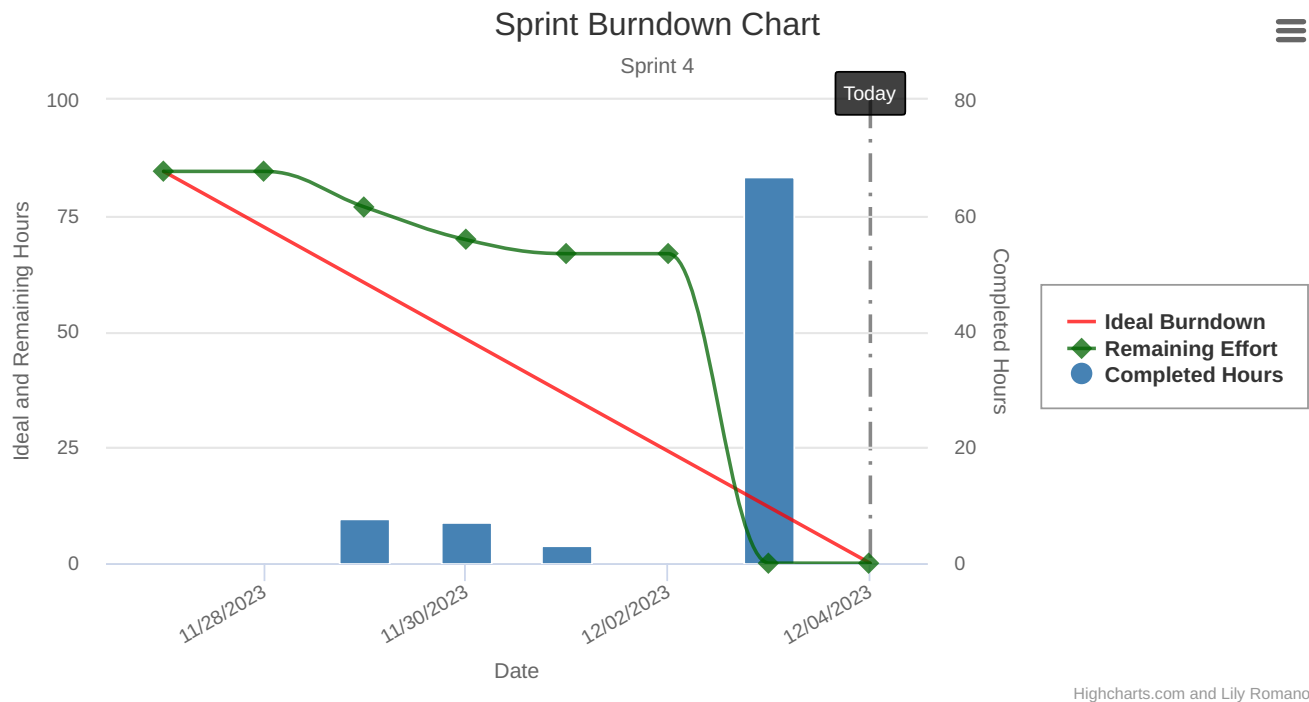
We successfully refactored a lot of our code and are now very content with the finished product that we have.

What could be improved?

We could have done our java doc while we were refactoring and not after.

If you were to continue the project, what would you improve on in the next sprint?

We would add some features that we did not get to implement and take care of some corner cases.



Personas



Scheming Steve

Quote

'Scheming Steve, that's me! While they make their moves, I'm here concocting the perfect plan to give 'em a taste of 'Sorry!'

Narrative

Scheming Steve's mind never rests. While others play, he's busy plotting how to 'accidentally' send them home. Always be on guard around Scheming Steve or be prepared to receive a fast loss



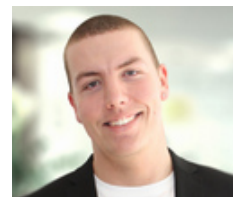
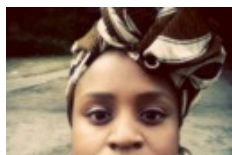
Carla Cambridge

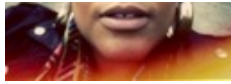
Quote

"Board games are the best way to unwind with friends."

Narrative

Carla will be looking for a relaxing time with her friends, where she does not have to focus and can take it easy and coast through the game. She appreciates games that are fun, quick to set up, and bring out some competition.





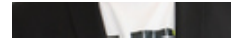
Greg Grumblebee

Quote

'Board games are the perfect combination of cooperation, competition, and camaraderie!'

Narrative

Greg Grumblebee is a middle aged dad of 3, who enjoys hosting regular family game nights, occasionally inviting the neighbors to join for a good time. Greg values games that are easy to pick up, engaging, and suitable for the whole family.



Punishing Pete

Quote

"Sorry, not sorry!"

Narrative

Punishing Pete delights in sending opponents back to the start, using Sorry cards with glee. Watch out for his ruthless tactics!

Table of Work

Showing 1 to 44 of 44 entries

Search:

Title	Type	Est.	Spent
Closed (44)		145 h, 9 m	145 h, 9 m
Sprint 1 (8)		4 h, 31 m	4 h, 31 m
Create base / crude user interface	Design Need	31 m	31 m
Create CRC cards	Design Need	20 m	20 m
Create initial JavaFX visual for sorry board on paper (no coding)	Documentation	1 h	1 h
Create list of game rules	Documentation	25 m	25 m
Creating card class in IntelliJ	Technical Task	25 m	25 m
Generate some simple UML diagrams	Design Need	30 m	30 m
Learn all aspects of Sorry board game	Spike	1 h	1 h
Looking a JavaFX effects to use	Design Need	20 m	20 m
Sprint 2 (11)		21 h, 25 m	21 h, 25 m
Check Java Doc	Design Need	45 m	45 m
Create a rough board in JavaFX	User Story	3 h, 40 m	3 h, 40 m

Title	Type	Est.	Spent
Game Mechanisms in rules	Documentation	45 m	45 m
Implement Board class	Technical Task	3 h	3 h
Implement Deck class	Technical Task	1 h, 15 m	1 h, 15 m
implement game manager class	Technical Task	6 h	6 h
Implement Pawn class	Technical Task	1 h, 30 m	1 h, 30 m
Implement space Class	Technical Task	1 h, 30 m	1 h, 30 m
J-Unit tests	Technical Task	1 h	1 h
Learn SceneBuilder	Technical Task	1 h, 30 m	1 h, 30 m
Update the UML diagram	Documentation	30 m	30 m
Sprint 3 (11)		34 h, 42 m	34 h, 42 m
Connect logic of GM, Board, Deck, Player, Pawn and Space classes	Technical Task	15 h	15 h
Debug SceneBuilder Start Method	Technical Task	1 h	1 h
Do lab11 so that I can improve on my SceneBuilder skills	Technical Task	1 h	1 h
Document indices for Board class attributes	Documentation	2 h, 30 m	2 h, 30 m
Edit and create effects for Sorry! Board	User Story	25 m	25 m
Get a pawn to move	Technical Task	1 h	1 h
implement 4 converter classes	Technical Task	4 h	4 h
J Unit Tests	Technical Task	30 m	30 m
Lab 11 to learn SceneBuilder	Technical Task	3 h, 46 m	3 h, 46 m
Set up to work remote on computer(Not lab machine)	Technical Task	1 h, 31 m	1 h, 31 m
Sorry cards	Technical Task	4 h	4 h
Sprint 4 (14)		84 h, 31 m	84 h, 31 m
Clean Up Code	Technical Task	22 h	22 h
Complete README	Documentation	30 m	30 m
Connect the logic to the view	Technical Task	30 h	30 h
Create User manual	Documentation	4 h	4 h

Title	Type	Est.	Spent
Design Manual	Design Need	14 h	14 h
Finish all card cases	Technical Task	1 m	1 m
Finish Javadocs and Clean up code	Documentation	1 h, 30 m	1 h, 30 m
Hard Sorry Card Cases	Technical Task	3 h	3 h
Make a pawn move to a different space	Technical Task	2 h	2 h
Set up user interface	User Story	5 h	5 h
User Story for Carla Cambridge	User Story	30 m	30 m
User Story for Greg Grumblebee	User Story	30 m	30 m
User Story for Punishing Pete	User Story	1 h	1 h
User Story for Scheming Steve	User Story	30 m	30 m

Daily Scrum

Daily Scrum Notes