

Brightbuds

Week#7

Team

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Vikas Miyani (CMPE202 – Section 03 | github id: vikasmiyani)

Team github repository link:

<https://github.com/hirparikh/Team-Project-1>

Team Task Board link:

<https://waffle.io/hirparikh/Team-Project-1>

Team Sprint Burndown Google Sheet link:

<https://docs.google.com/a/sjsu.edu/spreadsheets/d/1MZbGX8yMxBDQMtZzDgpHqP6vEe7l38suFymIX9V0EUA/edit?usp=sharing>

Name : Darshit Thesiya

Build Integrity In

During last week, following points are noted from team efforts:

- Last Friday, the team met to integrate a few modules everyone had developed.
- Started working on players' clocks synchronization along with score services.
- Designed initial server module to manage multiple scores.
- Developed a working model of winning/loosing situation.
- World transitions and other related events on game completion are being designed.
- Started working on implementing design patterns with existing modules.
- Also integrated remaining modules altogether to pack all of them together to test entire project.

In next week, all of us are planning to get a full-fledged working multiplayer game ready to play. Along with the development, we will also keep our scrum burndown chart updated. Also we will keep meeting to improve design and implementation problems.

Name: Hiral Parikh

Simplicity

Agenda followed during this week:

- Made the server and client communicate first as a basic implementation phase
- Then we made the other requirements in combination with related UI work.

Agenda to follow pertaining to Simplicity in the upcoming weeks:

- keep the basic functionality and flow, of the project such that it is testable, understandable and Explainable
- Define and document smallest of the task in such a way that It becomes easy to understand and follow for any third person

Eliminate waste:

Agenda followed during this week:

- Discarded the redundant functions
- Made the code clean and easy to follow and understand
- We made sure that we do not incorporate the redundancy and latency while connecting client and server

Agenda to follow pertaining to Eliminate Waste in the upcoming weeks:

- To ensure that we are not adding a feature or development task that is remotely related to the objective or no more required
- To make sure that we does not spend time after unnecessary features or meetings
- To make sure we don't set unrealistic goals

Name: Shruti Padmanabhan

See the Whole

Tasks accomplished this week:

- Task wise we completed:
 - From the last week's post and pull service requests, we have worked on setting conditions to check if both players have joined before letting one of them start the game and similarly if one completed based on our winning conditions, freezing other player's screen. Also notifying them that other player completed and has won!
 - Node and Edge interaction on-click – previously we had terrible UI and now we have added few animated improvements.
- From the UI perspective, we have started experimenting couple of effects:
 - Timer running out – flashing RED light to the entire background
 - On hover over the edges showing the amount of voltage they carry
 - Battery to store the total amount of current it could carry. That way if players exceeds that min current, the battery would explode and the player would lose.
- I have also started pushing my wireframe sketches and pieces to the world's look and feel to git.

In the upcoming weeks, we shall look into:

- Now that all of our basic implementation is ready, we are planning to get started on sketching class diagram and breaking up various pieces into different design patterns.
- Building use cases/ test cases to validate functionality after development.

Name: Varsha Kankariya

Feedback

- Currently, the team is coming up together regularly to get pending tasks done.
- Integration of the code is done in the meetings itself. Emphasis is given on writing unit tests and testing the code for various test cases.
- We are also creating and updating the required REST services and hosting them in Docker cloud.
- Feedback is continuously taken on any new work done in the meeting itself so that there are no delays in doing the changes.
- There are few glitches in the logics that we are currently trying to resolve. The glitches are mainly about the user interface.
- Also this week, I have taken the task of implementing the wait condition with a team member in which the game does not start until all the players have joined.
- Simultaneously, we are individually studying design patterns to implement the same in the project.

Upcoming week:

- Emphasis is on getting the pending tasks done. I will be teaming with other members to get the multiplayer aspect and GUI done.
- We will be also discussing on the design patterns if anyone in the team needs help.

Name: Vikas Miyani

Communication

Following points are observed during seventh week:

- Prototype of score reflection is ready for multiplayer player and it was shared in team as well as tested it.
- Team meeting was held on Friday to discuss on uncompleted task.
- In team meeting, we have also brainstormed on remaining conditions to achieve complete multiplayer functionality for game.
- Many task have been marked as done in waffle board.
- New tasks have been introduced for further development and also assigned to every team member.
- Each team member has given their status on their assigned individual tasks and further planning to complete in timeline.
- UI elements have been improvised and also few changes were discussed.
- Every team member has assigned one design pattern to implement with serving the purpose of design pattern.

Future plan has been discussed and also conveyed to all the team members.