Brightbuds
Week#2

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 kanban CFD Google Sheet link :
https://docs.google.com/a/sjsu.edu/spreadsheets/d/1Zo7pvzG7xTV4L-KbKM1PxWPupaIyo0Ft5a5h_sTSi8A/edit?usp=sharing

Name : Darshit Thesiya

Build Integrity In

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

- Team members met on last Thursday to discuss upon ideas regarding project implementation.
- All of us came up with one idea per person to share views and put thoughts on those.
- Ideas were pretty good and interesting with concepts of algorithms. After a long discussion, we finalized one theme about what the project is going to look like.
- Discussed our doubts (like how we are supposed to implement multi player functionality) with professor.
- Communicated about what project entities we will have to introduce and what will GUI elements look like. Also shared our views on designing UML diagrams for the project.

Name: Hiral Parikh

Simplicity & Eliminate Waste

Simplicity:

Agenda followed during this week:

- Point out the basic functions and complex functions for each of the Game Theme discussed.
- Discuss about the feasibility of the stipulated feature development of the game, considering the expected time frame of the project, for each proposed idea
- Set a rough idea about smaller project tasks and see whether it is testable and easy to navigate, for each proposed them.

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:

- As we went on to discuss the objective and develop the Game Theme, for each of the 2 activity topic – Minimal Spanning Tree and Binary Search, we did make sure that we are not straying away from the basic goal of – making kids learn the activity and funda behind these algorithms through the game
- Complex ideas that shadows the strategy of the game were discarded as we have a goal of teaching kids through game

- Kept an extremely simple interface to expose the algorithm -Minimal Spanning Tree
- Discarded the ideas that were irrelevant and involved multiple computer science concepts
- Decided a Game Theme in such a way that it focuses on the graph and visually aids the understanding to eliminate chaos

Agenda to follow pertaining to this point 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

This week our main agenda was coming up with various game ideas and brainstorming as a group to come to consensus on what game to go for.

Tasks accomplished this week:

- Each of us did a thorough research on our topic (Minimalist spanning tree) and came up with a game that might implement the concept.
- When we met mid-week we as a group to discuss game plan, we had enough pool of ideas to choose from and how probably we could build it. By the time we concluded, we had one game that would work just fine with our topic and multiplayer aspect of the requirements.
- Since the focus was not on the details, we ran into various concerns like:
    - How would multi player happen from same laptop while sharing re-sources (mainly mouse)?
    - If multi player is on 2 different machines, is our game supposed to show player 1 status/ score of player 2 – similarly time constraints (when does the game timeout? After whoever starts first or to be fair each have fixed amount of time?)
    - Having it on 2 different platforms would mean pushing values back and forth to cloud or something real time to update each players.
- Also scoped out the project with respect to designing what UML diagrams might be needed and who does which one to get started on the implementation from a high level.

In the upcoming weeks, we shall look into:

- Design patterns that might work with our game – while giving it some room for growth in future by loosely coupling.
- Clarify and conceptualize how to implement multiplayer into the game.
- Come up with use cases/ test cases to validate functionality after development.
- Reuse and recycle code to maximize OOP

Name: Varsha Kankariya

Feedback

- This week we focused more on deciding the activity from CS Unplugged and also a rough idea of the game.
- We shared our ideas on Github so that everyone could give their feedbacks on the idea.
- Made sure that team members check ideas other than theirs and give their opinion on the idea. All of them actively participated in this activity, expressing their thoughts either via informal communication means or on Github.
- Also a team meeting was conducted to finalize on the CS Unplugged activity which went smoothly where members responded positively about the feasibility of an idea in discussion. I made sure that everyone speaks out their thoughts so that we can check the feasibility of the idea with respect to implementation and time.
- I also suggested to the team that, whenever we finalize on an idea, we should take the feedback of the professor so that we come to know of any changes at an early stage. This will not only save our time working from on something that is undesirable but also guide us in the right direction.

For the upcoming week :

- Make the feedback loop shorter. For feedbacks from professor, we will put our queries/ demos onto group's canvas discussion forum.
- Also from the team members, rather than waiting for team's feedback on github/informal communication channel, we will try to do it face to face in team meetings leading to short lifecycle of the change in discussion.

Name: Vikas Miyani

Communication

Following points are observed during second week.

- All the team members updated tasks in Waffle board and also updated Kanban flow diagram sheet to maintain track for the next week.
- New Task were added in backlog items.
- Regular project team meeting was held for 3 hours on Wednesday to present their idea on project objective.
- Finalized one idea as a project objective.
- Suggestions for the UI theme has been shared across the team.
- Future activity has been planned and also assigned to all the team members.