Brightbuds
Week#2

Team
Darshit Thesiya (CMPE202 – Section 03 | github id: dthesiya)
Hiral Parikh (CMPE202 – Section 03 | github id: hirparikh)
Shruti Padmanabhan (CMPE202 – Section 03 | github id: TootyFrooty)
Varsha Kankariya (CMPE202 – Section 03 | github id: varsha-kankariya)
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:

- Last Saturday, we met to discuss entities design and implementation ideas.
- Every team member finished rough UML diagrams (one per member) to model the project structure.
- We picked images and bound them with entities creation.
- Discussed about implementing hints/suggestions with user interactions to make it easier to understand for the user/player.
- Designed class structures for game design and started implementing based on that design.

In next week, all of us will be developing assigned modules of the project with integration with others' modules for the project. Along with the development, we will also try to generate unit test cases for the same. Also we will keep meeting to discuss and solve implementation problems.

Name: Hiral Parikh

Simplicity & Eliminate Waste

Simplicity:

Agenda followed during this week:

- Update everyone's task over GitHub, keep the team updated
- Classify activity for single player and exclude multiplayer to keep the simple version first
- Code for simple interface. Exclude making the code versatile in the first testing
- Add scalability and modularity of interface for the next version

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:

- Discuss the class and the method to call them
- Eliminated the flexibility of certain parameter for testing purpose
- First objective was to make the code work and classes for entity work, then making it flexible.

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

From the last week's tasks list, we had few deliverables to discuss together. So as a team, we evaluated/ reviewed and made action plans for weeks to come.

Tasks accomplished this week:

- We had few updates from our UI people, who provided all the entities and multiple world design. We planned to keep multiple worlds so that we could have one particular graph associated to one world and eventually randomizing for players (if they decided to play multiple times)
- As and when new diagrams are introduced in class, we are tweaking our UML diagrams to meet the standards and industry expectations.
- Class diagram was reviewed as a team to ensure we had all the attributes and methods necessary to get the code started.
- We placed both the UI entities and backend class structure into Greenfoot and built a temporary world to ensure all the methods and function are being called as and when user interacts with it. Though we haven't started on the logic we were simply testing by printing strings from each method.
- During our scoring mechanism discussion, found out that though we can hint them throughout the game, it's impossible to ensure they choose the smallest weight path therefore it's possible they would FAIL in the end.
- Currently our goal is to get our base version of the code ready so that we can scale it up to multi-player later on receiving further instruction during upcoming classes. Therefore, probably we would have that ready after the midterm week as that's scoped out.

In the upcoming weeks, we shall look into:

- Having base version of the game running (i.e from blacked out state to hinting state to selected state)
- When design patterns might be introduced, we would optimize our code to meet one of those to meet that expectation.
- Building use cases/ test cases to validate functionality after development.
- Clarify and conceptualize how to implement multiplayer into the game.
- Reuse and recycle code to maximize OOP

Name: Varsha Kankariya

Feedback

- This week we tried integrating the small pieces of code (base version) that we did as per the discussion.
- The stress was on writing the test cases for testing even a small piece of code to implement the test driven approach.
- Also we tried planning the work in such a way so that we can reap the benefits of peer programming so as to reduce the feedback loop.
- This really helped in getting our work done faster rather than committing the work in github and waiting for the feedback.
- Also there was a meeting conducted to review the status of the work done as a whole.
- We also decide to change few implementations based on the discussions in the meeting as the code could be optimized more, the same we took a big decision of changing the algorithm.
- The team has been very active in implementing the feedback and writing test cases for the same.
- Also, as per the assigned tasks of UML diagrams, we have had feedbacks as per which the owners will take appropriate actions and modify the diagrams.

Name: Vikas Miyani

Communication

Following points are observed during fourth week.

- Team meeting has been kept as per all team member’s availability.
- Every team member has done their assigned task for this week and conveyed to other team members.
- Few new tasks which are in backlog items, was discussed during team meeting.
- Solutions were discussed for those tasks which team was facing difficulty to develop.
- New tasks have been added to backlog items for further development activity.
- Graphics for entities has been created and shared by team member.
- Team member has shared their ideas for placing entity in the base version of game.
- Other team members created wireframes and also shared with others.
- Future plan has been discussed and also conveyed to all the team members.