Brightbuds

Week#6

Team

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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 Sprint Burndown Google Sheet link:
https://docs.google.com/a/sjsu.edu/spreadsheets/d/1MZbGX8yMxBDQMtZzDgpHqP6vEe7l38suFymlX9V0EUA/edit?usp=sharing

Name : Darshit Thesiya

Build Integrity In

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

- Last week, the team met to start working on multiplayer feature.
- Started working on designing server module to manage multiple scores.
- Introduced instruction screen and integrated it with a working model.
- Started working on winning/loosing situation and all world transitions related to that.
- Started to explore design patterns to pick one for each member and implement it with the project.
- Introduced a demo timer for the player to finish the game within given time.
- Designing different worlds to present as different levels to the players.

In next week, all of us will be designing synchronization of two sessions of different players playing on different machines. Along with the development, we will also keep out scrum burndown chart updated. Also we will keep meeting to discuss and solve design and implementation problems.

Name: Hiral Parikh

Simplicity & Eliminate Waste

Simplicity:

Agenda followed during this week:

- As planned, we first focused on creating the implementation first
- We first did hard coded implementation and now making it automated and randomized selection
- We as a next phase adding new worlds for complexity

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 implementation that reduces the efficiency
- Started implementing the automatic display adjustments to improve the display

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

This week, we were focused on refactoring our existing code and improving User Interface for our application.

Tasks accomplished this week:

- Our division of tasks was following:
    - Scoreboard & mapping the world – we implemented making service calls to update/ maintain SAME time for two players.
    - Node and Edge interaction on-click – previously we had terrible UI and now we have added few animated improvements.
    - Backend implementation of the Minimalist spanning tree
- From our base world, we have started to build/ test few UI elements by designing and wireframing few of the test cases and expected views.
    - 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
- We have got ALL of our Docker set up and split tasks to implement complexity to the base world we have starting from:
    - User Interaction
    - Team sharing scores, waiting for players to join before starting the game and freezing opponents screen if one of them won.
- 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:

- Besides major UI improvement, we have to work on:
    - Complex graph – where graphs/ world would be built on the fly
    - Sharing scores between players
    - Waiting for both players to join before starting the game
    - Freezing opponents screen if one of them won.

Name: Varsha Kankariya

Feedback

- This week we advanced into the development of the game.
- The basic version of the game is ready so now we are focusing on adding features to it like animation, sounds, etc. with the aim of making it more interesting for the students to enjoy and learn.
- A Docker and AWS session was conducted by one of our team members to demonstrate the service deployed in cloud on which we provided feedback as to what other services need to be included in that.
- Our service is already running in cloud. We have divided tasks amongst ourselves. Continuous feedback is part of our daily working process with the emphasis on thoroughly testing even the small things added to the code.
- We have decided to meet early and decided to plan for the next week strategically because of time constraints.
- Also, I am pairing with different team members for different tasks ensuring the code that is developed is well tested and feedback is received for every added feature.

For the upcoming week:

- The motive of this week would be to complete the development of the game
- Also thoroughly test the game for different scenarios.
- We are also planning to get feedback from students within SJSU to get feedback from them for the game.

Name: Vikas Miyani

Communication

Following points are observed during sixth week.

- Prototype of game is ready for single player and everyone in team reviewed it as well as tested it.
- Each team member took new task to for this week as well as integrating with already developed prototype.
- In team meeting, we have planned on few conditions to achieve multiplayer game.
- Consideration of how cloud can be used to develop multiplayer.
- Few new task has been introduced for upcoming week.
- Every team member completed their assigned tasks.
- Every team player gave their input for UI component with respect to multiplayer and also divided task to everyone to create small module that can interact with UI.
- Everyone has to find proper design pattern that can serve its purpose to solve problem effectively and runtime.

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