Brightbuds
Week#5

Team

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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/spreadsheets/d/1MZbGX8yMxBDQMtZzDgpHqP6vEe7l38suFymlX9V0EUA/edit?ts=580ee4d6 - gid=0

Name : Darshit Thesiya

Build Integrity In

During last two weeks, following points are noted from team efforts:

- Last Thursday, we met to distribute tasks and divide them among all and put them into burndown chart.
- Every team member finished rough modules to get a working prototype.
- We picked appropriate sounds and integrated them with proper user events.
- Discussed about implementing hints/suggestions with user interactions to make it easier to understand for the user/player.
- Discussed scoreboard structure and started working on that and timer as well.
- We met once more time to learn and share insights about docker and aws (EC2, IAM). We also tried running first version of our cloud services on docker.

In next week, all of us will be developing assigned tasks of the project with integration of other modules of the project. 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

Work done:

- Instruction module added
- Sound tracks added to the game
- Use case diagram created for the first use case - version 1
- Corresponding Use Case Specification - version 1
- Corresponding activity diagram –version 1

XP values followed are Simplicity and Eliminate Waste:

Simplicity:

Agenda followed during this week:

- As planned, we first focused on creating the implementation first
- After the basic framework starts working, we planned for the extra features to add like sound and fashioned images
- Github and waffle was updated as when the task gets complete
- burn down chart was updated as and when the task gets complete

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:

- Unnecessary distraction from the UI were eliminated like two sound pertaining to the same world
- For the first version – simplest version was picked for the Use Case Specification

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

After midterm, we had started on development. In that two-week span, we managed to complete our 1-player base world implementation successfully. Now we have to do a lot of refactoring and improve User Interface for our entire app.

Tasks accomplished this week:

- We worked in pairs to develop different sections of the development. Since we had 2 weeks to span it across, dependency did not become an issue.
- We split it by functionality:
  - Scoreboard & mapping the world
  - Node and Edge interaction on-click
  - Backend implementation of the Minimalist spanning tree
- For our base world, we used images directly from the web and incorporated to our world to ensure our functionality was performing as expected.
- While coding, we made a major business decision where our players wouldn't lose on not following the algorithm. Instead, one could lose purely because their opponent finished faster (i.e time) or finished with a shortest path (i.e weights on the edges)
- For the individual section of part 2, I have taken up Wireframes as I feel it thoroughly aligns with my XP. Also this would help me with the UI implementation as ideal look and feel could be based on well research available features within greenfoot.
- 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:

- We have got our Docker set up and split tasks to implement complexity to the base world we have starting from:
  - Complex graph
  - Interesting UI + sound effects
  - 2-player complexity of sharing scores, waiting for players to join before starting the game and freezing opponents screen if one of them won.
- 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.

Name: Varsha Kankariya

Feedback

- This week we tried coming up with the planning of activities to be put in for the next phase. Also we held meetings to discuss the tasks pending along with planning the hours required for each task.
- We chose individual activities based on our strengths and interests to describe the game working clearly.
- Again I made sure that every team member's opinion is heard and acted accordingly.
- Team members were actively taking responsibility of taking feedback from others.
- 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 one of the agendas of the meeting was to solve the issue of making the game multiplayer.
- We also decide to change few implementations based on the discussions in the meeting as the code could be optimized more.
- The team has been very active in implementing the feedback and writing test cases for the same.

For the upcoming week :

- Team's feedback loop has decreased considerably.But we need to establish a formal channel to give feedbacks
- Research ways to efficiently accommodate team members' feedbacks.

Name: Vikas Miyani

Communication

Following points are observed during fifth week.

- Team meeting has been arranged on the first day of week to discuss further on project.
- In meeting, every member has given their input for the new requirement.
- Spring burndown chart has been created with new backlog items and corresponding task.
- Individual task been discussed and assigned to each team member as per their expertise.
- Team member has to decide new task for team and also calculate the total time require to finish every task.
- There was another quick team meeting to learn new concept and one of team members gave demo for it.
- Every team member has completed tasks which were assigned for this week and conveyed to other team members.
- Sound file was added into project and shared by team member to others.
- Team had discussion on what would be required changes to convert single player game into multiplayer game and how team is going to implementing those changes.
- Team member shared their ideas to improve UI entities of the base version of game.

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