

TYTS - Second Iteration demo report

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Github

Repository

<https://github.com/hreatx/TYTS>

Demo version

<https://github.com/hreatx/TYTS/releases/tag/secondIterationDemo>

Demo time and challenges before the demo

We started our demo at 7:30 PM on December 4th.

We met two challenges right before our demo:

1. We found a bug while testing our demo: when we log out from the current user, the music wouldn't stop. We fixed it before the demo.

Commit:

<https://github.com/hreatx/TYTS/commit/a48dc2b2a3127e446284711c93e21b7094dc0adb>

2. In the current implementation, we don't have a shared database on the server. But the inconsistency of 'distributed' database will lead the error on the image display: it works on the laptop of one team member but not on others. We deleted the .db file from the repository and asked the developer to init their own .db file before playing the game.

Commit:

<https://github.com/hreatx/TYTS/commit/49893a671f48436eaa5e6e56d9fcf97ec7b4977e>

User stories and changes for the second iteration

Our team implemented two user story in this iteration, they are music feature and store feature:

(1) As a player, I want to click the music button, so that I can hear budding's voice.

Acceptance Criteria:

(a) When the user clicks the music button, if currently no song is being played, a new random song will be played. Else, it will stop playing the current song.

(2) As a player, I want to purchase food from a store (showing a list of items), so that I can feed Budding with food.

Acceptance Criteria:

(i) The player can spend money to buy items from the store

(1) If the user does not have enough money, the purchase should be denied.

(ii) After the player bought the item, the energy of Budding will increase.

What's more, we add the level up feature and provided more pictures of Budding. It's different from what we have explained in the initial proposal.

In the current setting, when the Budding levels up, the app will unlock a new series of Budding pictures, and a new background music will be automatically played. Besides, the higher level is the Budding, the happier the Budding pictures and background music are.

This setting is to encourage the user to play more and make the Budding level up to see Budding's lovely, smiley face, and hear happier music.

CI Related issues

In our previous CI, we installed static analysis tools in both the post-commit and pre-commit. We found that this was redundant because they are performing the same function. It also gave us redundant information in the Travis CI output. This made Travis CI output unreadable.

Our current CI strategy is to only run static analysis in pre-commit. The post-commit is responsible for unit test, code coverage, and build.