**WordWizard Scrum Transcripts**

**Submitted by**

Team West

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**Team Members**

Jeremy Gallagher

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**Scrum Session: June 10, 2020**

Jeremy Gallagher06/10/2020

Hello!

Hailey06/10/2020

Hi

JonErik06/10/2020

Hello

[6:48 PM]

I see we have some new stuff with the APP

Hailey06/10/2020

It looks good

JonErik06/10/2020

Yeah it is starting to look good for sure

[6:49 PM]

Ill have the background art and the rest of the buttons soon

[6:50 PM]

Looks the X didn't translate to the crystal ball for the x-out button.

Jeremy Gallagher06/10/2020

Yeah

JonErik06/10/2020

Its an SVG and I have to remember to change the letter X to an outline as the SVG doesn't read fonts

Hailey06/10/2020

I have some ideas on the scoring system, should be relatively simple to create a function to score the word and add it to the overall score

JonErik06/10/2020

Sounds good Hailey. The letter values are in the rules section of the assignment doc

Jeremy Gallagher06/10/2020

Should be easy enough

Hailey06/10/2020

I am not sure if there is a timer function already available for java/kotlin but more than likely it is something that exists already and we just have to implement it

Jeremy Gallagher06/10/2020

I think we have a good baseline for this sprint

JonErik06/10/2020

When I run the APP in the emulator I'm unable to do a double tap and get the word validation. Do you have to do it a certain way on a keyboard?

Jeremy Gallagher06/10/2020

What emulator you using?

JonErik06/10/2020

Would be good to use any modules that are more or less automatic...like timers

Hailey06/10/2020

I have only been able to run it on my phone and it has to be two taps pretty quickly

Jeremy Gallagher06/10/2020

I got it to work in the emulator and on my phone

JonErik06/10/2020

Im using the Android Studio one

[6:57 PM]

Okay, I'll download an emulator for an Android tablet that I have

Hailey06/10/2020

You guys ok to finish this during class? I have my class starting pretty soon.

Jeremy Gallagher06/10/2020

That works for me

JonErik06/10/2020

Yeah I'm done for today. See ya later tonight

Hailey06/10/2020

See ya later

Jeremy Gallagher06/10/2020

[](https://cdn.discordapp.com/attachments/710316982305816650/720426980104732692/unknown.png)

[6:59 PM]

is that the emulator?

JonErik06/10/2020

No I'm just doing a build/run in the Android Studio IDE which has an emulator

[7:01 PM]

For some reason the GiT download I just pulled is an older version

Hailey06/10/2020

Alright, that was a scrum class. What do we need to plan for this sprint?

JonErik06/10/2020

Heh, no doubt. We need to go over the Sprint Backlog, assign some items. We can discuss at tomorrow's scrum. But something to think about

**Scrum Session: June 11, 2020**

Jeremy Gallagher06/11/2020

I won't be getting out of work until after 5 tonight. I will try to jump on my phone for our scrum.

Hailey06/11/2020

We don't have too much to do until we have time to work on the code.

JonErik06/11/2020

Hello

Hailey06/11/2020

Hi

JonErik06/11/2020

Jeremy may be late or not make it tonight?

Hailey06/11/2020

He said he will try to jump in on his phone

JonErik06/11/2020

Yeah. We don't have a ton of items to do this Sprint. I would like to add one though and that is Background Graphics (UI). I can definitely do them this Sprint.

Jeremy Gallagher06/11/2020

Hello

JonErik06/11/2020

Hey Jeremy, glad you could make it

Hailey06/11/2020

I will work on the scoring

Jeremy Gallagher06/11/2020

I have the quit game working

[6:49 PM]

Just need to push it

Hailey06/11/2020

Nice

JonErik06/11/2020

Yeah I saw that Jeremy. Nice! Our burndown is already at 37%

Hailey06/11/2020

Ok. If you can't add the workitem you want let me know

JonErik06/11/2020

I think I can add it but Jeremy will have to assign it, lol

Jeremy Gallagher06/11/2020

Will do lol

JonErik06/11/2020

Okay good.

[6:52 PM]

Any thoughts on the timer function?

Jeremy Gallagher06/11/2020

Should be too challenging

[6:53 PM]

Think the hardest part of that will be pausing and locking the game

JonErik06/11/2020

I hope you mean shouldn't

Jeremy Gallagher06/11/2020

Shouldn't\*

[6:53 PM]

Lol

JonErik06/11/2020

lol

Hailey06/11/2020

There is a get time function that is easy to use. Not sure how to translate that into a timer as it would be a long loop

Jeremy Gallagher06/11/2020

I have some code for the scoring if you want it Hailey

JonErik06/11/2020

The Timer UI is basically a Wizard's hourglass. I would animate it but we'll decide after this Sprint if we want to add animations

Jeremy Gallagher06/11/2020

Created a if check that runs when a word is submitted

[6:55 PM]

That adds to the total score if the word is real

JonErik06/11/2020

Good on the if check

Hailey06/11/2020

Cool. That will help

JonErik06/11/2020

Have you loaded the newer stuff to GiT Jeremy?

Jeremy Gallagher06/11/2020

Not yet

[6:56 PM]

Will when I get home

JonErik06/11/2020

Okay, good to know

Hailey06/11/2020

So just need to pass that to a function to do the score

JonErik06/11/2020

And the score is a running talley

Jeremy Gallagher06/11/2020

Yeah

JonErik06/11/2020

The timer goes down, the score goes up

Jeremy Gallagher06/11/2020

We plan to store it in a DB eventuay for the leaderboard

Hailey06/11/2020

That shouldn't be too hard.

JonErik06/11/2020

Yes, but we don't have any DB or web stuff this sprint

Jeremy Gallagher06/11/2020

Yeah

JonErik06/11/2020

It won't be hard to do a little DB and web site

Hailey06/11/2020

This sprint will probably cover all the basic game functions. Then we start on the web and db stuff

[7:00 PM]

Hopefully get some extras in there at so.e point

JonErik06/11/2020

That should work Hailey

Hailey06/11/2020

Anything else tonight?

JonErik06/11/2020

Plus, we can decide after this sprint how much more we want to put in or do

[7:00 PM]

I'm good

Jeremy Gallagher06/11/2020

Nothing else to add here

JonErik06/11/2020

Okay, see all tomorrow!

Jeremy Gallagher06/11/2020

Take care!

Hailey06/11/2020

See you tomorrow

**Scrum Session: June 12, 2020**

## Jeremy Gallagher06/12/2020

Might be late again today, our commanding officer is in town so they are making us stay later

## Hailey06/12/2020

Ok

## Jeremy Gallagher06/12/2020

Hey

[6:44 PM]

Wasn't able to push the code until earlier this morning.

## Hailey06/12/2020

Did you just add the buttons or is there more?

## Jeremy Gallagher06/12/2020

Xout button and the score code is in there

## Hailey06/12/2020

alright, I will try it out

[6:58 PM]

works well on my phone. we need to find a way to lock the rotate because it doesn't display right when my phone rotates

[6:59 PM]

looks like that is it

## Jeremy Gallagher06/12/2020

Yeah we might have to design different layouts for specific sizes

## Hailey06/12/2020

it cut off half the letters when my phone went into landscape view, definitely something to work on. I will try to get the scoring bit figured out tonight and see if we can get that to integrate with the word check.

[7:04 PM]

should just be a matter of replacing your placeholder text with calling the method to score it

## Jeremy Gallagher06/12/2020

Yeah I tested the statement and it worked

[7:04 PM]

Added the word score to the previous

[7:04 PM]

The if statement that is

## Hailey06/12/2020

looks pretty good

## Jeremy Gallagher06/12/2020

I will try to jump back on in a few have to go back out to the aircraft

## Hailey06/12/2020

No problems. I haven't seen Jon at all

## JonErik06/13/2020

Hi gang, sorry I missed the last Scrum, got called away at the last minute. I will download the new code today and play with it.

[1:05 PM]

Also, we should lock the game to vertical only. There isn't really a good way to play the grid in a horizontal format anyway. This way will work for all sizes too.

[1:06 PM]

I am changing out the platen where the word displays above the grid to be an SVG. It looks a bit fuzzy as a PNG. This will help for larger size screens too.

## Hailey06/13/2020

Alright sounds good

**Scrum Session: June 15, 2020**

## Jeremy GallagherYesterday at 6:47 PM

Hello

## HaileyYesterday at 6:47 PM

hello

[6:51 PM]

I am working on adding your scoring now, I think I figured out how to implement it. I also put in a message for if the word is too short

[6:52 PM]

Well I got it halfway there

## Jeremy GallagherYesterday at 6:53 PM

I was contemplating it just clearing the word if the word is too short

[6:54 PM]

so the user can reset if they messed up essentially

## HaileyYesterday at 6:54 PM

that would probably good, currently just gives the too short message then goes back to waiting for more letters

## Jeremy GallagherYesterday at 6:55 PM

added the line of code to keep the app in portrait mode

## HaileyYesterday at 6:55 PM

nice

## JonErikYesterday at 6:58 PM

Yikes I'm totally late! Sorry!

## HaileyYesterday at 6:58 PM

no problem.

## Jeremy GallagherYesterday at 6:58 PM

all good, hows it going?

## HaileyYesterday at 6:59 PM

I am able to add the line to the word display box no problem, but can't get the correct score to show.

[6:59 PM]

I will upload what I did as a branch

## JonErikYesterday at 6:59 PM

Super busy school and work. But all good

[7:00 PM]

On the too short message issue just let a double-tap clear it

## Jeremy GallagherYesterday at 7:00 PM

trying to add it after a word has been submitted and verified correct?

## HaileyYesterday at 7:00 PM

that is probably the issue

[7:02 PM]

that did it

## JonErikYesterday at 7:02 PM

Good fix

[7:03 PM]

Is there a timer yet?

## HaileyYesterday at 7:03 PM

not sure why but it keeps changing the misc.xml java version every time I download, even if I change it in Android Studio

[7:04 PM]

not yet

## Jeremy GallagherYesterday at 7:04 PM

been looking into it, but nothing yet

## HaileyYesterday at 7:04 PM

I just uploaded

## JonErikYesterday at 7:04 PM

So it changes to a previous version?

## HaileyYesterday at 7:05 PM

yeah sometimes it changes the language level sometimes the project jdk name

## JonErikYesterday at 7:05 PM

Let me know when we have a method for the timer so I can synch an animation to it

[7:05 PM]

That's on download from GiT Hailey?

## HaileyYesterday at 7:06 PM

yea, I download from GIT and change my version to match and then it changes

[7:07 PM]

I have tried it the other way as well, might just be because we are working with different java versions, but mine should be updated

## JonErikYesterday at 7:08 PM

That seems strange but an emulator has to function as a phone would and it wouldn't update the resident version for one APP

## Jeremy GallagherYesterday at 7:09 PM

hmm

## JonErikYesterday at 7:09 PM

If I'm getting the problem correctly. Could be thinking about it backwards

## HaileyYesterday at 7:10 PM

may need to make the word window a little wider for messages, unless we want them to display elsewhere

## JonErikYesterday at 7:10 PM

What messages?

## Jeremy GallagherYesterday at 7:10 PM

word window should just be for words

## HaileyYesterday at 7:10 PM

like how many points a word is worth or if a word is too short

## Jeremy GallagherYesterday at 7:10 PM

i just had messages there because we couldnt see the score change

## JonErikYesterday at 7:11 PM

We don't need to display error messages, we just need the validations. So yes, the word window should be just for words.

[7:12 PM]

We should have a Game Over message but that will be asplash above the playing grid

## Jeremy GallagherYesterday at 7:12 PM Yeah

## JonErikYesterday at 7:12 PM

Lol. Yeah, good temporary fix in development

## Jeremy GallagherYesterday at 7:13 PM

what exactly are we wanting with the puzzle grid counter function?

[7:13 PM]

to increase grid size?

## JonErikYesterday at 7:13 PM

So how much a word is worth just goes into the score counter, doesn't give exact feedback while the game is running.

[7:15 PM]

Grid counter function is for storing grids that are played, like with a number i.e., Grid: 34578 This way there is a way to keep track of the number of times a grid has been played

## Jeremy GallagherYesterday at 7:15 PM

The way the code is setup at the moment, cells are numbered and the code allows for expansion/reduction of the grid

## JonErikYesterday at 7:15 PM

And also the player/score data

## Jeremy GallagherYesterday at 7:16 PM

gotcha

## JonErikYesterday at 7:16 PM

Oh, right. We can make the decision to create levels 1,2,3 each progressively harder.

[7:17 PM]

A smaller grid with fewer tiles would be more difficult of a puzzle

[7:17 PM]

We held that decision off till later though

[7:18 PM]

Okay so anything else?

## HaileyYesterday at 7:18 PM

I think that is all

## JonErikYesterday at 7:19 PM

Great, sorry I was late. See ya'all tomorrow

## Jeremy GallagherYesterday at 7:19 PM

Good here, I will try and get the timer running tonight

[7:19 PM]

So we can get the animations

## JonErikYesterday at 7:19 PM Okay cool!