**WordWizard Scrum Transcripts**

**Submitted by**

Team West

**Submitted on**

June 23, 2020

**Team Members**

Jeremy Gallagher

Hailey Gibson

Jon-Erik Prichard

**Scrum Session: June 17, 2020**

Jeremy GallagherToday at 4:43 PM

Hello

HaileyToday at 4:43 PM

Hi

JonErikToday at 4:44 PM

Hi

HaileyToday at 4:44 PM

I haven't tested the timer function yet on my phone. I will do that tonight

JonErikToday at 4:44 PM

How's everyone?

Jeremy GallagherToday at 4:44 PM

Doing good

HaileyToday at 4:45 PM

Today was less crazy, so pretty good

JonErikToday at 4:45 PM

Less crazy is usually good.

I see you've posted the timer function. That's good. I will have some buttons and a couple other graphics in the morning

HaileyToday at 4:46 PM

Yea, hopefully I will have energy to get some homework done tonight.

JonErikToday at 4:46 PM

Lol, know what you mean

Jeremy GallagherToday at 4:47 PM

For the pause and reset function, do we want to add a menu?

JonErikToday at 4:47 PM

What kind of menu?

Jeremy GallagherToday at 4:48 PM

I feel like the pause function could be abused

JonErikToday at 4:48 PM

Don't we have buttons for those below functions the grid?

Oh. Yes, it can be abused. It is kind of a cheat

HaileyToday at 4:48 PM

Most similar games grey out the screen so you can't use the pause to cheat

Or maybe implement a different pause screen, not sure how hard that would be

JonErikToday at 4:49 PM

Some people will pause the game and look up a list of anagrams of the letters shown

Jeremy GallagherToday at 4:50 PM

yeah was thinking of doing an overlay or call a new activity

JonErikToday at 4:50 PM

Perhaps the only pause should occur when the phone rings or game is closed

HaileyToday at 4:51 PM

Maybe, an overlay that covers the letters would work as well

JonErikToday at 4:51 PM

That's a good way Hailey. We can have a Wizard picture kind of guarding the spell book

HaileyToday at 4:52 PM

That's a cool idea, keeps it in the theme of the game too

Jeremy GallagherToday at 4:52 PM

Yeah

JonErikToday at 4:52 PM

Yeah I'm liking it

Jeremy GallagherToday at 4:53 PM

I will add a button to the bottom of the screen for the moment and we can move it if needed

I have the pause and reset code ready

JonErikToday at 4:54 PM

Yeah Jeremy that will be good. The screen should pop up and cover the grid with an X-Out that resumes the game. I'll take the graphics. Anyone want the screen function?

Jeremy GallagherToday at 4:55 PM

The overlay?

JonErikToday at 4:55 PM

Yeah, the overlay

Jeremy GallagherToday at 4:55 PM

I will mess with it

JonErikToday at 4:55 PM

Okay good. We need to add the tasks to the product backlog

Jeremy GallagherToday at 4:56 PM

going to have the menu button call it and it will have the new game, reset, resume, and pause

HaileyToday at 4:56 PM

I will work on finding a way to get the score to populate, the code is all there I just need it on the display in the correct place

ok, anything else you want me to work on?

Jeremy GallagherToday at 4:57 PM

think the only coding left will be the counter function

JonErikToday at 4:57 PM

Okay that's fine but needs to go automatically to pause if interupted by another function of the phone/tablet

Jeremy GallagherToday at 4:57 PM

For the score population, you should just need to create a static text view and just populate it

JonErikToday at 4:57 PM

Is there anything on the task board you are comfortable doing Hailey?

Jeremy GallagherToday at 4:58 PM

should be similar to what I did to populate the timer

HaileyToday at 4:58 PM

I will look at that Jeremy

JonErikToday at 4:58 PM

Counting scores?

Jeremy GallagherToday at 4:59 PM

The code to generate the score is there, you were talking about having the information populate into the textview right?

HaileyToday at 5:00 PM

yes

JonErikToday at 5:00 PM

Oh good. Looks like we all have our work to do. Anything else?

HaileyToday at 5:00 PM

Not for now, are we meeting after class?

Jeremy GallagherToday at 5:01 PM

that or during

if he gives us time\* I will be okay with that

think we are in a good spot though

JonErikToday at 5:01 PM

I don't that we need to meet after class. I have two classes on wednesday night so its a little crunchy for me

HaileyToday at 5:01 PM

well, during after, he normally gives us 75% of class to work on it

JonErikToday at 5:02 PM

That's true he does that

HaileyToday at 5:02 PM

I will work on the code and bug Jeremy if I get stuck since he seems to have a better handle on some of this

Jeremy GallagherToday at 5:03 PM

sounds good, I will be on discord

JonErikToday at 5:04 PM

I'll check in too if we're out as early as usual

HaileyToday at 5:04 PM

Ok, class has started, see you later

JonErikToday at 5:04 PM

Anything else for the Scrum?

Jeremy GallagherToday at 5:04 PM

good here

JonErikToday at 5:04 PM

By Hailey

Jeremy GallagherToday at 5:05 PM

feel like we will have all the tasks completed again for this sprint

**Scrum Session: June 18, 2020**

JonErikYesterday at 4:43 PM

Hello

Jeremy GallagherYesterday at 4:45 PM

Hello

How's it going?

HaileyYesterday at 4:45 PM

hello

JonErikYesterday at 4:46 PM

Going okay here. I loaded a few new graphics to the GiT. Several button sizes, a new Crystal ball x-out and a new word holder. All SVG

Jeremy GallagherYesterday at 4:47 PM

Should be done with the overlay menu tonight, have it working, but get a bug on multiple uses

Nice

JonErikYesterday at 4:47 PM

Hi Hailey, how's things?

Good on the overlay. Lol, about the bug.

HaileyYesterday at 4:48 PM

Alright, was starting to look the code to finish the scoring and finally tested out the timer, I'm guessing we will change that from 10 minutes

JonErikYesterday at 4:48 PM

Haha, yeah ten minutes is a bit long

Jeremy GallagherYesterday at 4:48 PM

Yeah we can decide on the times, just a placeholder value atm

JonErikYesterday at 4:48 PM

Should be 1 minute per grid

HaileyYesterday at 4:49 PM

we need the end game code and function to start next grid before we change it I would assume

JonErikYesterday at 4:50 PM

An end grid code then start next grid code. Then end grid code and start next grid code, then end game

HaileyYesterday at 4:53 PM

that will go with the menu's Jeremy is working on, I can try to help as well

JonErikYesterday at 4:54 PM

Maybe write a user story about the grids so we have more of a blueprint to go on

Jeremy GallagherYesterday at 4:55 PM

Currently have close, reset, and new game

Associated with the overlay

Which will be based on the grid codes

Once we have them generated

HaileyYesterday at 4:55 PM

Ok, so you have most of that done from the sounds of it

JonErikYesterday at 4:56 PM

Right, Jeremy. I think the grid changes are just automatic so they occur without pressing any button. The time is up and then the next grid pops up

Jeremy GallagherYesterday at 4:56 PM

Once I fix this bug I will push the code I have

JonErikYesterday at 4:57 PM

If you can, add the graphics changes

Or if you have time I mean

Jeremy GallagherYesterday at 4:57 PM

Will do

JonErikYesterday at 4:57 PM

Hailey, can you write a user story about the way the game progresses through the grids or should I do it?

HaileyYesterday at 4:58 PM

So we are thinking a grid finishes and then immediately starts a new one, or like 3 second countdown between?

I should be able to do either

Jeremy GallagherYesterday at 4:59 PM

Should finish and go to scoreboard right?

JonErikYesterday at 5:01 PM

So, game starts and time starts 1 minute. Grid is played and 2 seconds before the time is up the row that will change pulses or something. Then grid ends and new grid displays but with only one row of letters changed. Timer starts again. One more time through that and then game ends and scoreboard shows

HaileyYesterday at 5:03 PM

ok, so for that we will need to setup a generator to randomly select a row, and randomly select 4 letters, then replace them in the array so that the grid updates

at least that is my thinking, Jeremy may have a better method in mind

JonErikYesterday at 5:03 PM

Yes exactly Hailey

And technically, the grids are under a single grid number

HaileyYesterday at 5:05 PM

we might be able to generate it as a game number that way once we have a database up to track, I will need to think about how that would be implemented since we want to save scores.

Jeremy GallagherYesterday at 5:06 PM

Row selection and change should be easy

JonErikYesterday at 5:06 PM

You're right, we should call it a game number

You could change columns too. Or a column in the last grid

Jeremy GallagherYesterday at 5:06 PM

Can select from the nimbers 1,5,9,13

And iterate the loop by one

JonErikYesterday at 5:07 PM

Right for column change

Yup

Jeremy GallagherYesterday at 5:08 PM

So are we wanting to store 3 full Friday or just one grid and two extra rows of letters

Sorry phone, auto corret

3 full grids\*

JonErikYesterday at 5:09 PM

So, we have a game that is assigned a game number. Within each game are three grids played at one minute apiece. Once played, the game as numbered will pop up when a player selects "Play"

HaileyYesterday at 5:09 PM

We can generate the game numbers, but they won't mean much until we get the DB setup to store them

Jeremy GallagherYesterday at 5:09 PM

Yeah

HaileyYesterday at 5:09 PM

Ok, I think storing the extra rows will take up less room, but then we need to have an extra field to indicate which row or column is repleaced

JonErikYesterday at 5:10 PM

That's right Hailey, the ability to play that grid again will not occur until we have a database

HaileyYesterday at 5:10 PM

Populating the database with the grids will be interesting

JonErikYesterday at 5:10 PM

What we're doing this sprint is getting the function down and deliverable

HaileyYesterday at 5:11 PM

Not sure if we will have time this term to get it so that we can score by difficulty.

alright, I will work on getting that generated and we can worry about storing later

probably just sequential numbers for now as we are just starting with grids

JonErikYesterday at 5:11 PM

Probably not, but we're building the functionality so all good I think

We'll have function but not complete qualitative assignment

Anything else today, we're way over, lol

HaileyYesterday at 5:13 PM

that is what I was just thinking, nothing for me

Jeremy GallagherYesterday at 5:13 PM

Nope good here

JonErikYesterday at 5:13 PM

Okay see you tomorrow!

Goodnight

HaileyYesterday at 5:14 PM

good night

**Scrum Session: June 19, 2020**

Hailey06/19/2020

I am here

Jeremy Gallagher06/19/2020

Hello

Hailey06/19/2020

Hopefully Jon will make it today

when are you moving Jeremy?

Jeremy Gallagher06/19/2020

next saturday

35hr drive

Hailey06/19/2020

wow, that is soon, will make school tuff for a few weeks

Jeremy Gallagher06/19/2020

Yeah it will be fun lol

Hailey06/19/2020

I am not having much luck getting the score to display

I added this:

and tried this as well

but it is not populating

is there somewhere else you referenced the timer

?

the second bit is at the end of the onCreate method

Jeremy Gallagher06/19/2020

you will have to set the id for the currentScore

scoreView = findViewById(R.id.currentScore);

Hailey06/19/2020

it looks like you already put that in

unless it is somewhere else

Jeremy Gallagher06/19/2020

you can change the name, to match the other ones

then in the validWord function add this line

NewGame.currentScore.setText(Integer.toString(NewGame.TotalScore));

it should then populate the score textview

Hailey06/19/2020

alright, I will try that

do we have anything to discuss for our scrum since it looks like Jon is not making it?

Jeremy Gallagher06/19/2020

Hmm don't think so

I almost have this bug figured out, then I will push the code

wasn't able to do much last night

Hailey06/19/2020

alright

I have been exhausted after work this week so I haven't gotten much done. Going to work tonight and tomorrow to get this and my other class done

Let me know if you need me to see if I see something different

Jeremy Gallagher06/19/2020

Will do

Hailey06/19/2020

you seem to have this down better but sometimes a second pair of eyes helps

Jeremy Gallagher06/19/2020

If I don't get it shortly I will just post what I have

fixed it so it doesn't crash

Hailey06/19/2020

that is good

Jeremy Gallagher06/19/2020

The game instance isn't closing properly. So you have to hit the xout multiple times if you use the overlay to start a new game

Hailey06/19/2020

alright, it seems like it doesn't always sense when the button is pressed for a word, maybe there is a way to increase sensitivity?

or is it giving an actual error?

Jeremy Gallagher06/19/2020

nope, no actual error

Hailey06/19/2020

ok

that worked for the score function

it is populating correctly now

Jeremy Gallagher06/19/2020

Nice!

Hailey06/19/2020

of course the grid I get when it works is mostly z, u, k

Jeremy Gallagher06/19/2020

lol

Hailey06/19/2020

I will push that and then start working on getting a game number generated

not sure where we want to show that

but that is Jon's deal

Jeremy Gallagher06/19/2020

Pushed the changes, and fixed the bug

should work correctly now

Hailey06/19/2020

cool, I will test it later

Jeremy Gallagher06/19/2020

current the menu is setup to the logo at the bottom

Hailey06/19/2020

alright

Jeremy Gallagher06/19/2020

Going to push some more code, now when the popup menu is open it pauses the game

Hailey06/19/2020

cool, let me know when its done

Jeremy Gallagher06/19/2020

Okay, pushed them

Hailey06/19/2020

I will check it out

Hailey06/19/2020

seems to work pretty well, submitting the words seems to be a bit harder to time though

Jeremy Gallagher06/19/2020

Yeah need to find a better way to code that part, something that allows anywhere on the screen

including the disabled buttons

Hailey06/19/2020

That I think is an issue for next week, or maybe the last sprint

next week I think we need to get the DB going

Jeremy Gallagher06/19/2020

The DB is going to be fun lol

going to have to go back through and add a bit

Hailey06/19/2020

yeah, but the DB will store scores and grids, so in theory we could eventually just pull from the DB for grids

I don't want to do the math to figure out the possible combinations of grids

but its alot

Jeremy Gallagher06/19/2020

yeah lol

Hailey06/19/2020

You are pretty close to being done with school aren't you?

Jeremy Gallagher06/19/2020

last term

should have my degree in July

Hailey06/19/2020

wow, I have IT consulting next term and then my capstone/internship

Jeremy Gallagher06/19/2020

doing capstone and this course

pretty sure jon is also

he is in my capstone

Hailey06/19/2020

Are you doing a project for your capstone?

Jeremy Gallagher06/19/2020

Yeah

we are working through the project planning and such

while developing it

doing a web app for mine

Hailey06/19/2020

so kinda the same thing we are doing now

?

Jeremy Gallagher06/19/2020

Yeah, but you make up the team

Attachment file type: document

IT499\_EssentialCapstoneGuide\_2.docx

45.41 KB

those are the guidelines for the project

Hailey06/19/2020

I have enjoyed working with you guys but I generally prefer working on my own

It sounds like alot, I am hoping they will just let me do an "internship" at my job

Jeremy Gallagher06/19/2020

Feel like the internship would be a better option

Hailey06/19/2020

especially since I am managing a database and creating scripts as part of my job

Jeremy Gallagher06/19/2020

Getting your degree to move up? or get more pay?

Hailey06/19/2020

I just started a new job, I think the reason I got it is that I have 6 years tech support experience and I am almost done with school.

I started school because I want to be able to live comfortably

Being broke all the time sucks

Jeremy Gallagher06/19/2020

I see and yeah it does (one reason why I joined the Navy)

Hailey06/19/2020

So are you staying in the military or leaving now that you are done with school and moving back home?

You don't have to answer, I am just curious and nosy

Jeremy Gallagher06/19/2020

getting out

used it to get my schooling

Hailey06/19/2020

ahh, my son almost did that and then figured out he could get Pell grants

If he ever gets off his ass and registers for classes that is

Jeremy Gallagher06/19/2020

lol

been double dipping, Navy pays for the classes and I pocket all the pell grant

Hailey06/19/2020

nice, that sounds like a way to go

Jeremy Gallagher06/19/2020

Pell grant is definitely nice

Hailey06/19/2020

I get a little bit now since I am supporting my oldest son

**Scrum Session: June 20, 2020**

JonErikToday at 4:45 PM

Hello!

jharayToday at 4:46 PM

HI

JonErikToday at 4:46 PM

Hows things?

jharayToday at 4:46 PM

Pretty good

Going to get that game number function going, not sure how we want to display that. Figured we would have Sprint Review/Retro tomorrow?

JonErikToday at 4:47 PM

Oh that's good

Jeremy GallagherToday at 4:47 PM

Hello

JonErikToday at 4:47 PM

Yeah we'll need to do that tomorrow.

Hi Jeremy

So, Im working on the graphics

HaileyToday at 4:47 PM

Hi Jeremy

So for now it would be simple to put the game counter in the new game function but I am thinking it would be better separate because we are going to want the ability to add to it and save to the DB later this week

JonErikToday at 4:50 PM

How do you add a screen shot to the board?

HaileyToday at 4:51 PM

For a backlog item?

JonErikToday at 4:52 PM

Yes that's probably good Hailey. I did set up DB and site space for that. Will send the access info in the am

HaileyToday at 4:52 PM

alright

JonErikToday at 4:52 PM

I want to show you guys the sketch of the wizard

Jeremy GallagherToday at 4:53 PM

print screen and copy here?

JonErikToday at 4:53 PM

I'm a mac person so what is print screen?

Jeremy GallagherToday at 4:53 PM

ah haha

JonErikToday at 4:54 PM

I know, lol

HaileyToday at 4:54 PM

windows key and type in snip

Jeremy GallagherToday at 4:54 PM

Shift, Command, and 3

HaileyToday at 4:54 PM

or that

JonErikToday at 4:54 PM

Okay I'll try that

HaileyToday at 4:54 PM

I like snip because I can select an area and I can never remember the print screen shortcut because I don't use it often

Jeremy GallagherToday at 4:54 PM

or shift command 4 and you can select

JonErikToday at 4:55 PM

Yeah I did shift command 4. Doesn't seem to load into the board when I press the + button

Jeremy GallagherToday at 4:56 PM

https://support.apple.com/en-us/HT201361#:~:text=To%20take%20a%20screenshot%2C%20press,to%20save%20to%20your%20desktop.

Apple Support

Take a screenshot on your Mac

You can capture the entire screen, a window, or just a portion of the screen.

HaileyToday at 4:56 PM

if it puts it in clipboard just click in the typing box and hit paste

or ctrl + v or cmd + v on Mac

if I remember right, not much of a Mac person

JonErikToday at 4:57 PM

The Word Wizard, I call him Wally

A drawing of a person

Description automatically generated

HaileyToday at 4:57 PM

Nice

JonErikToday at 4:57 PM

Yeah I figured it out. Had to copy and paste

This is for the entrance page

Jeremy are you going to copy the Scrum transcripts this week?

HaileyToday at 4:59 PM

Are we going to want to move new game into his hand or leave it up in the corner?

Jeremy GallagherToday at 4:59 PM

Yeah

JonErikToday at 4:59 PM

Not sure yet on that button. I'll know by tomorrow for sure as it will be finished

HaileyToday at 5:01 PM

OK

JonErikToday at 5:01 PM

Anyone have anything else for tonight?

HaileyToday at 5:01 PM

I think that is all

going to get going on the game number counter and get that uploaded

JonErikToday at 5:02 PM

Yeah that's good

Jeremy GallagherToday at 5:02 PM

Good here

Let me know if you need any help with anything

HaileyToday at 5:02 PM

Will do

JonErikToday at 5:02 PM

Okay. See you all tomorrow night!

Will do Jeremy