Team 13: SpinningPanda

	CMPE202 Section3	CMPE202 Section4
Name GithubID	Chu-Yuan Yang judyyang40	Teng Jin jt101015
Name GithubID	Tao Geng taogeng3	Qi Li kateleecee
Name GithubID	Yunli Wang ericclone	

Github Repository
https://github.com/judyyang40/SpinningPanda

Task Board
https://waffle.io/judyyang40/SpinningPanda

Kanban CFD Google Sheet
https://docs.google.com/spreadsheets/d/1m0W40pCr6pZkWF20apoYZwC8bKDmMZWt2C0cwzZCxw4/edit?usp=sharing

Feedback (Chu-Yuan Yang)

During this week, all of us pitched in and we now have a very rough implementation of our main classes--Island, Button, Ship and World. Meanwhile, our other team member started working on some test cases, and we are looking to start testing this week in parallel with some more code development. Although at this point our class objects still need some reworking, so some classes will act more like stubs or mocks for now.

Test cases will give all of our team members a very clear idea of our functional requirements, and all of us can verify that they all match what we agreed on in our meetings. As we keep working on our code, and build more functions, we will start to pass more test cases and verify which functional requirements we have finished and which still needs work on.

Even though we spent a lot of time last week talking over our classes, and which variables and methods to use in each of them, we still end up with multiple errors in our compiled code after merging all of our work. The system gave errors on spelling, wrong method names and variables, just to list a few. Based on the errors that were returned, our team members worked to eliminate these errors so all of our merged code will work together for testing.

Respect (Teng Jin)

In this week, our team finished the iteration I in our project, which includes the basic functions of a single player, and all the test cases had been passed. In this case, we can move to the next iteration next week.

In the aspect of respect value, there are two things I want to mention. The first thing is a good news that no one was late for meeting this week. As I talked about last week, some members in our team were late for the meeting which caused others waiting for them for nearly half an hour and then I presented that every member should be on time and it is a kind of respect to others. I was so glad that no one was late for our meeting this week.

The second thing is that there was also some disrespect in our team this week. As a tester, after I find a problem that our buttons which let the users choose which island to go do not appear on the screen, I asked Qi Li and Yunli Wang to deal with the problem. Then they argue that it is the other's fault which caused the problem. After I realized that, I said that arguing is meaningless and we should respect each other. On the other hand I indicated that the codes in class world which were written by Yunli Wang should be modified. So it is his responsibility solve the problem.

This week, I realized that in order to ensure that every one can respect each other and make less argument in the future, we should set up rules at first and then let our team members to obey the rules.

Simplicity (QI LI)

This week we continued to complete our project and the testing was started. We focused on our coding so there was not much of meeting.

We improved our simplicity by keep the functions of our project on the required level. So far it’s just one player on the ship travels among those Islands.

As for the graphic user interface, we agreed on the pictures of the instructions plus two buttons and a treasure box. If there is any further requirement about the pictures in the future, we can make the changes later. The code implementation is great. Just one single click function in the act(), we are good to go.

As for the conversations, this week we make a great progress. We kept our meeting short and on the topic. It is all about coding our project: How the tests were going, what problems that we were encountered, how to merge our code, etc.

Our value of simplicity is well kept through our hyper-concentration on the project and well-compliance on the requirement.

Eliminate Waste (Tao Geng)

As planned in our original design, this week our team successfully completed an iterative process in which we accomplished the preliminary version of the game: single-layer Finite State Automata game using the Greenfoot tool. We do not delay our software development process and also prevent the generation of partially done work, thereby efficiently eliminating the wastes. Our design also has no extra features according to our original plan, which is also one of critical methods to eliminate waste.

Based on the retrospective meeting held in the last week and the UML class diagram, each team member is assigned to perform either a class implementation or unit testing for our constantly unchanged aim: single-player game. The classes include my world, island, ship, and button. In such way, we are able to rapidly and efficiently finish the code writing for the elimination of waste. After merging all the codes together, one of our team members was assigned to conduct unit testing to identify the problems and mistakes of the software and validate the designed software.

Additionally, all of us also systematically and consciously examined the entire source code to improve the quality of the software developed in the initial phase. Code review can avoid low-quality and unnecessary codes that will possibly cause huge waste to the whole software development process. Meantime, we can have efficient communication on the code implementation after merging all codes together. For instance, we can find some systematic mistakes and add some functions that we can implemented in a single class.

Communication (Yunli Wang)

The communication this week is smooth.

As the coding phase begin, our team began to have better understanding of the project so our discussion became more and more focused on the problems and solutions of our design and implementation. Even though we were only meeting for 15 minutes or so, we kept the communication open online after the meeting throughout the week.

I am glad to see that whenever someone is trying to make any changes to the code or whenever some new issues were discovered, they are always communicated immediately to the entire team. Even though sometimes it is about the parts of the code that I did not implement, I still find it very useful just to know how the project is going. By keeping up-to-date with the project's status, I found it much easier to make any changes as needed when I can always have all the latest information about the project.

I think the team is going past the initial phase where we have little understanding about the project and team. As we continue to work together on the project, I believe the communication will continue to improve and the project will be more and more refined.