

Team Project (Part 2)

Team Name: Wings (Section 4: Project Group10)

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Link to Team's GitHub Repository:

<https://github.com/Wings10/Team202>

Link to Team's Task Board:

<https://waffle.io/Wings10/Team202>

Link to Team's Sprint Burndown Google Sheet:

<https://docs.google.com/spreadsheets/d/1Y36IRRedGqtE8tnosg-blsngEM-W1VAWKYXVDN-8t50/edit?usp=sharing>

Communication

Jiheng Lu

This is week two, the second week of our group project part two. Communication can be seen all the time via group meeting. We cannot achieve uniformity without communicating well.

This week, we sit together to make progress on the project. For a while, we discuss fiercely on choosing the design UML and design code logic. By communicating, we achieve the goal that it is audience that never learn CS before to learn the quick sort algorithm, therefore we need to choose the most user friendly character to improve our UI. We also debate on the requirement of our project and divide and conquer it in different tasks. We work together from requirement to code, not doing single job at a time and wait for others. So communication save us a lot of time, instead of thinking by our own, sharing thoughts and brainstorming together can improve our efficiency and accuracy. Good work can be guaranteed if each of us communicate effectively.

From this week's discussion, I can feel that good communication helps us build and maintain relationships and facilitate innovation. Through communication, our whole process becomes transparent and coordinate well, which eventually would contribute to the growth of the project.

Simplicity

Hanping Lin

This week we continue to work on project part two, and since we need to deploy the game into multiplayer platform, so the major component need to be redesigned and we are now picking up new technique. Everyone is actively engaged and contributed to adding this intellectual capability, by quickly learning the Restful service and Docker and see how we can utilize them with ease into our program. This is also a challenge because new design is a complicated implementation in which we learn the skill by doing test, keep making progress, regularly test the method, get feedback from each other, and commit to continuous improvement. So during this process we achieve Simplicity design pattern by iteration on this add-on feature. Once we realise that we are committed to iterating, the pressure to be perfect just float up to the table, and push us to come up with more creative new ideas.

Meanwhile since we have been doing simple design in the earlier stage, it makes us easier to do the change, the prime focus for the rework processes is the flexibility and adaptability to change, so that we deliver the change in the highly changing environment. Keeping the Simplicity concept in mind, we also be able to extend our program with necessary choices made and avoid some difficult branches.

Feedback

Huiyu Yang

Our project two entered the second week and during this week, we also made a lot of progress with the application of feedback value.

The feedback can be helpful because we have different opinions about the project and on every details of our project we argued, we discussed and finally we reached an agreement which helped our project to get better. This week, I learnt that it is not terrible to have diverse viewpoints, and it is not bad to argue and express my idea even if it was going against others'.

This week, we talked about some details about our UI. Several ideas went through our mind. I even talked about it with one of my roommates. She is an outsider of CS department who is totally alien to quick sort. With her feedback, I think it was better to make everything simple and clear. But it is also very important to make the UI more attractive. Because the essential value of our project is to teach people the concept and process of quick sort, which might be a little boring to the users. The members of the team reached an agreement on that eventually. And we made some little modifications according to everybody's feedback during the argument.

I also learnt that we should talk to more people and asked them for feedback. The diversity of opinions are so important that I believe the different feedback will help us more on our project.

Respect

Qianwen Xie

This week is our second week of the part2 project. This week's duty is design the whole project api. This task is very heavy and challenge because we have to consider the client and server side of the architecture. First we set up our environment of the Cloud Endpoint use Docker and AWS Ec2. Then run a easy simple test API "hello world" which building and running locally. Then write the configure files and implements run it on the cloud.

After the basic preparation of building environment we should design the whole architecture of the project. The design of client and server API should be considered in the process. Therefore our first ideas is to implement of API of every press button. But which cause a problem, if there has possible that two customers press the button at the same time or in the first customer play the game process. The game will be in a mess. Therefore we have to consider the asynchronization and block of every API which is challenge.

Every team participate this discuss actively. We all try our best to solve the this challenge. No one complain and be lazy because of the respect value. Every team members' small contribution should be respected. Only In this way, every team member will be encouraged to solve the problem step by step. Believe we will figure it out.

Courage:

Hui Wan

In this weekend, all the team members go hiking together. We take a lot of pictures and play games together. In order to keep a good relationship between every team member, we often praise to the work they have done and then give some advises. The way to encourage others is also very important, including how to express your opinions, how to tell the stories about the problems you meet, and how to give advises to your team members. It will be better, if we give more courage than complain to our team mates.

For example, this week, we discuss how to deploy our project to the AWS cloud and docker cloud. There are a lot of failure experiences we meet. When we talk about why he or she do not finish the workload, we try to avoid the way to blaming others. Instead, we try to give positive praise to others, and then give the way to improve. This is a kind of courage which can help all the team members recognize the mistakes and give enough respect to them.

One of the teammate is ill this week. Instead of blaming him, we help him to finish a lot of workloads, and give courage to him. He was very grateful to all the members in our team. How wonderful it is. Thank you very much.