

Team Project (Part 2)

Team Name: Wings (Section 4: Project Group10)

Team Members:

Qianwen Xie	Section 3 SJSU ID: 010807771
Huiyu Yang	Section 3 SJSU ID: 010833095
Hui Wan	Section4 SJSU ID: 011493716
Jiheng Lu	Section 4 SJSU ID: 010834239
Hanping Lin	Section 4 SJSU ID: 011494743

GitHub Account:

Huiyu Yang:	tuahlamof	(yhy.neverland@gmail.com)
Hui Wan:	HenryWan19	(HenryWan19@outlook.com)
Jiheng Lu:	luanna7	(jihenglu@hotmail.com)
Qianwen Xie	Winry000	(qianwen.xie.us@gmail.com)
Hanping Lin	benforest	(153638921@qq.com)

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>

Courage:

Hui Wan

This is the last week for our project. We have already finished a lot of work before this week, such as establishing a model, designing test cases, coding and debugging our programs. At last, we still have several documents and bugs when we do integration testing. We tried to do code review, which means that we need to work in pairs. Take me as an example, I'm always excited when I found some mistakes in people's code.

Although expressing your opinions directly is a high efficient communication way, I also need to take care about other people's feelings, especially i want to give some advices to him or her when I find a mistake. Focusing on the mistake itself instead of the person who makes the mistake. In my opinion, it is also a kind of courage to both of the members who gives advices and makes mistakes.

We are required to do unit test before we submit every version to the github. Even all the unit tests passed, we still have a lot of bugs in our integration test. For example, I was responsible for the QuickSort module and one of my teammates was responsible for the Connecting module. I provide a basic interface for him to use. However, when our code integrated together, there are something wrong in our part. We don't take care about who makes the mistakes, instead, we work together and give courage to each other, review our code together and fix the bugs at last. What a wonderful experience it is! Thank you very much.

Respect:

Qianwen Xie

This week is the last two week of kanban project part2. therefore we should finish the most part of our project. This week we have finished the client and server API. How to implement the multiplayer is the bottleneck of our project. After our attempts, we face some trouble about the previous planning.

In this process, our team member try to find a way implements the multiplayer requirement.

Because the play way of our game is selecting the button to finish the quick sort. Therefore, it is hard to implement a multiplayer interaction.

During the heated discussion and with the XP value of respect, we all doing our job well and prepared it seriously. Some team member give their ideas about the problem. Beside, I this the listen is also a part of respect. In this part, I this our team member did it very well. When some one had the trouble, we must stop our work in hand and listen the trouble he/she faced. In this way, we communicate simplicity with each other and more efficiency. After the few days work we thought that the multiplayer thing is made to record the last player's sort time. In this way to finish the requirement.

Implemented consistently at work, these respectful actions help ensure a respectful, considerate, professional workplace. And, I ensure that a respectful workplace brings benefits for all the team members.

Simplicity

Hanping Lin

As we approaching the end of the project, we found that stick to simplicity will also contribute very much positive effect on testing and debugging the program, when we create the unit tests for our game we are able to limit these tests to the unit code itself without the need to caring the whole system, so everyone can develop and implement their own test, and since we have keep simple design in mind so the unit tests can run easily and fast without taking a lot of testing time. With this effort we keep the code easy to maintain and more adaptable to revise, whenever we found the test result not match, we only need to modify the related part of the code and change a minimal set of logic to test again.

When it comes to the whole part testing that involve various components or involve simulation of a large part of a complex user interaction, the test became hard to create and the code change would be much harder to proceed, as we sticking to Simplicity principle that we opt to maximize the work not done, we try to reduce the amount of repetitive work by carefully plan the complete test, since this is a big time saver for everyone in the team. So we design tests that are able to executed with scripts deployment and make the team run on fix schedule, thus prevent stressful and time consuming testing and deploying sessions.

Feedback

Huiyu Yang

This week is almost the end of our project part2. So we should finish the most part of our project.

This week we tried to solve the multi-player requirement. And in this process the value of feedback also helped us a lot.

During the group meeting this week, we talked a lot about how to implement multi-player property. And in some small details I found that I need to ask others for help. So I searched on google and talked with my friends. They helped me a lot and I also learnt during this process. After that, I shared my new knowledge with the team members, and I believe they must also learn a lot. In this way, we learnt that some times the feedback is not only about the project. It can also be about ourselves. During the talks and communications we would know that what we were good at and what we were not. And the feedback from other people is like a mirror to us. Through the feedbacks we know ourselves better. If we just work by ourselves then some problems may never exposure.

In this way, the feedback did not only help with our project, but also help with ourselves. I always believe that finishing the project is not the only aim during within our team. The most important thing is that we learnt from each other and have a better knowledge about the topic in cmpe 202.

Communication

Jiheng Lu

This is the fourth week of our project, which is the last week for the part two. We have finished the project as we previously planned. Throughout the process of this week's work, we can really see how communication plays an important role for us to finish the project on time and with good quality.

Looking back to the whole process, this project started kind of slow because we were unsure of the background of each member and it was really difficult to divide the tasks in the most efficient way. We thus decided to sit down to do a round table discussion of our background and ideas for the project. This was the first time we realized how important communication is in a group project because by introducing our backgrounds, we could really divide the tasks and get things going. When doing the project, we found that meeting periodically is also very important and in each meeting we could update the process on our own parts and give ideas and suggestions on other members' parts. And also there were many problems that we need to solve together. Communication really helped a lot to move our project forward.