

# **Week 1 Report for Group 27**

## **Team Name: SWAT-Kats**

**Team Repo on Github:** <https://github.com/amit-sjsu/SWAT-Kats>

**Team Waffle Link:** <https://waffle.io/amit-sjsu/SWAT-Kats>

**Team Google Link of CFD:** <http://bit.ly/2cl4tlQ>

### **Team Member's Name:**

- Anudeep Rentala - Section 3
  - <https://github.com/rentala>
- Swathi Koduri - Section 4
  - <https://github.com/swathikoduri>
- Navneet Jain - Section 4
  - <https://github.com/navijain90>
- Amit Pandey - Section 4
  - <https://github.com/amit-sjsu>
- Mohamed Shafi Dayatar - Section 4
  - <https://github.com/shafi-dayatar>

## **XP values within the team:-**

<b>Communication:</b>	- Navneet Jain
<b>Simplicity:</b>	- Amit Pandey
<b>Feedback:</b>	- Anudeep Rentala
<b>Courage:</b>	- Mohamed Shafi Dayatar
<b>Respect:</b>	- Swathi Koduri

### **Journal Entry by Mohamed Shafi Dayatar - Courage**

I have selected *courage as an extreme programming values for our project and will keep a record of this value throughout the project for our team.*

These are the following things that we as a team will try to accomplish about courage during our project:

- 1) We will try to give true estimates and will tell truth about progress of our project. We would not hide, if something goes bad which delays our estimates and progress. Bad could be like learning curve, other personal commitment, and in software it could be anything as we are always running into unknowns.
- 2) If we find any architectural defect in later stage, it is better to scrape the code instead of fixing it. With this we will need courage to scrape the code and start from the scratch. I.e. we will throw away the code if we are not satisfied with it.
- 3) We won't document our excuses for failure, instead we will learn from our failures. Major failure comes when we aren't communicating and getting feedback from each other, we accept courage to communicate as well as get feedback from other which will improve our project.
- 4) As we know it takes more courage to changes one's own opinion then to keep other's opinion. We as team our susceptible to change and we adapt it whenever possible.
- 5) We will show courage and honesty while reviewing our peer's code.

## **Journal Entry by Amit Pandey - Simplicity**

Extreme Programming value simplicity put stress on things what needs to be done. It helps in simplifying things within the project and leading it to the desire goal in a smooth way.

During the first week of the project, as part of simplicity team focused on things which was required to give a start to the projects. Team focused,

1. On getting to know teammates, their strength and their weakness.
2. On timings and availability of members for team meetups and formed a schedule.
3. On understanding the current requirements of the project.
4. On deciding the tool which we would be working.

We did not bother much about coding stuff for the first week and tried to discuss things what was required for the first week of the project.

Implementing simplicity for coming week, I would focus to motivate team

1. To take simple steps to proceed in the project and will focus on failure.
2. To make meet up small and effective.
3. To take Decision on things what is required for the project, and eliminate things which would be out of the project requirement scope.
4. To do what's need to be done for that week rather than what needs to be done in future.
5. To not bother about future requirements while code, if the requirement is not given at the time of coding, simply we will not code for it.

## **Journal Entry by Swathi Koduri- Respect**

I have selected *Respect* as my core XP value for this project and I will be documenting how this value is kept up in the team and ensure everybody on the team is valued. The reason I have selected Respect is that for a team to be creative and innovative, all the members should feel they are contributing and are equally respected. This will bring the best out of the team.

In the first week of our project, our team was trying to decide on a time and place for a project meeting. Here, I ensured that everyone's schedule should be open and all the team members are convenient with the time. In the meeting, we were trying to decide on which platform to work on, i.e. Greenfoot or Processing. Everyone's views and opinions were collected and weighed because no one on the team should be ignored or unappreciated.

In the coming weeks and during the course of this project, I will try to see that our team follows these principles:

- Everyone on the team should have respect and trust others on the team as well as in themselves.
- If all members of the team respect their own work and in their team members' feedback, they will be able to bring out the best possible outcome.
- Team members should not take steps which will disturb fellow members work or delay the progress of the team.
- A project can only be improved if the team members have courage, trust and respect the abilities of teammates to make required changes.
- When everyone on the team is appreciated and respected, team members feel encouraged to work more for the project.

## **Journal Entry by Anudeep Rentala - Feedback**

*I have selected feedback as an extreme programming value for our project and will keep a record of this value throughout the project for our team.*

Below are some of the things that we as a team, will try and accomplish as we go. Fortunately, some of these things have already started to take shape and were visible through our interaction.

1. Our development phases will be iterative, we will rely heavily on peer reviews on code quality and architectural soundness. We will work fast to incorporate these reviews into our code and look for feedback on that. We will not wait for feedback but proactively seek for it from the whole team.
2. As we go along we will be implementing a lot of processes - some of these might work and some might not work. We will not wait to find that out, rather we will schedule periodic sessions to get feedback from all team members on it and keep looking to improve on them. We saw that sometimes our team members end up being late to meetings without prior notification. To curb that, we decided to impose a fun fine of getting coffee for everyone in the meeting to whoever is late to the meeting.
3. We will encourage a culture of feedback in the group and take feedback often. In our first week, I've noticed we started doing so on several topics of discussion. Whenever one of us proposes a new process or an idea to improve our team culture or process, everyone contributes to the discussion. Not just in discussions offline but on online forums later when they come up with something.
4. We will try and have continuous monitoring and tracking on our backlogs and proactively provide feedback. We will not wait for a backlog to be assigned to an individual, nor will we ignore the backlogs that moved away from an individual. We will take ownership and follow up on them. While still in our first week, there were glimpses of such characteristics in the team. Everyone tried to pick backlogs and see to their resolution, everyone was putting forth their opinion and feedback proactively on backlogs or tasks that were not assigned to them. Such behavior helped us gain a different perspective of things and do better with our tasks.

## **Journal Entry by Navneet Jain-Communication**

XP value Communication says *“Everyone is part of the team and we communicate face to face daily. We will work together on everything from requirements to code. We will create the best solution to our problem that we can together”*.

I have chosen this activity for the project and will make sure that within my team we have a good communication platform for all the members.

During the first week of the project, I made sure that everyone in the team is well communicated with each other and below are the following steps which we took as a team to fulfill that.

1. Project team group was made on Gmail to make sure that each one of us are well connected with each other.
2. For the first meeting, I booked a library room and had a one-hour meeting in which we just wanted to know each other. All non-technical talks happened and we came to know about strengths and weaknesses of each other.
3. I made sure everyone was communicating with each other by prompting others for their response on some topics which were in discussion.
4. As first meeting was just introduction of team members, second meeting was called after two days in which we had some technical talks. This meeting lasted for 90 mins.
5. In this meeting everyone was made to talk about their knowledge on Greenfoot and Processing software and CS unplugged activities were distributed amongst every team member.
6. Last meeting was a stand up meeting on Saturday after the class. In this we just decided few things about the weekly submission of the report. This ended in just 15 minutes.

From now onwards, firstly I would like to continue most of the things which we followed last week and in addition to that there are few steps which I am planning to take for improving the communication within the team. The steps are as under: -

1. I will be setting up webex meetings 3-4 times a week so that we are well connected with each other and share the progress of the project.
2. I am planning to restrict face to face meetings only once a week.
3. In this Face to Face meeting once a week, each team member will have a time slot to speak about the problems which he or she is facing and will try to solve it as team.

From individual point of view, I have learned Greenfoot and Processing software this week about read about few of the CS unplugged activities. Once everyone is done with overview of the activities, in the next meeting we will come up with the idea of games that can be drawn and hence will choose one of them.