

Project Review Summary

csci205_final_project

Project Details

Members

- Alvin Huynh
- Olivia Peters
- Pedro Passos
- Ramón Asunción

Project Retrospective

What was your initial goal?

Initial goal was to create a replica of the game Wordle, and add more functionalities such as a timer, streak, themes, and also words of different lengths.

What did you achieve?

We achieved most of it except for the timer, and for the theme we were only able to do dark mode. We were also able to create a dragging functionality where the user can drag letters into any tile that has already been filled, or is the next one up.

What went well in the project?

We were able to implement everything that we wanted and more.

What could be improved?

We should have started the documentation earlier, but we were more concerned about making the game "cooler"

What would you change if you did the project again?

We would have done it using SceneBuilder.

Charts

Health Bar

Project Health

csci205_final_project (As of: 5-3-2022)
Includes backlog

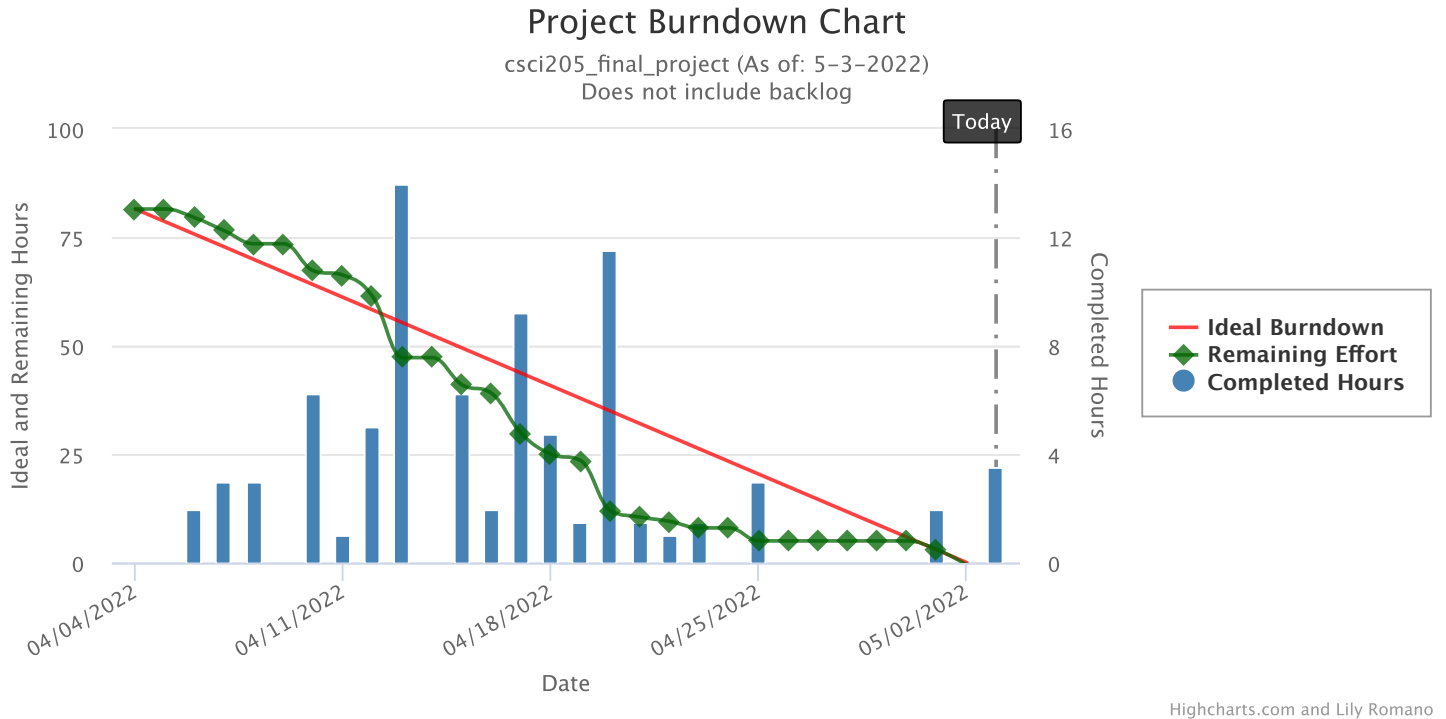


● Unstarted (0.5h) ● Started - Remaining (2h) ● Spent (82h)

Highcharts.com

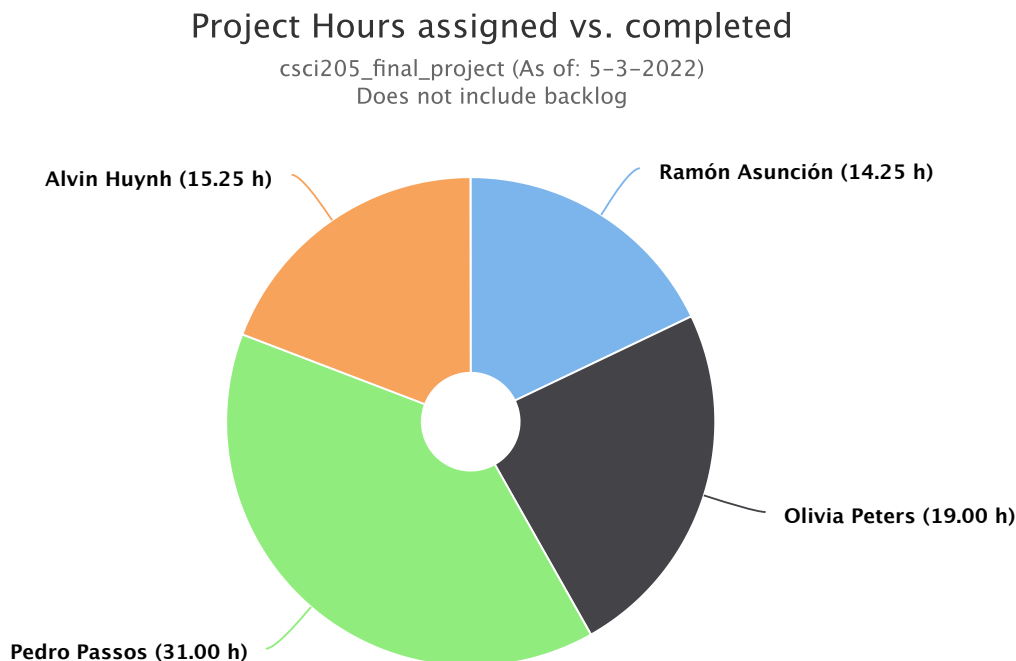
We spent a lot of time on this project. A little bit of the work was assigned but not finished, but we completed so much compared to that. We would work on this project all the time because we were so excited about it because it is a game we have all played before. Luckily, we created a game that we feel like is even better than the actual game itself.

Burndown Chart



We stayed under the ideal burndown line for most of the process, and that's how it felt like. We worked on the project a lot because it was simply fun. However, doing the documentation at the end was a lot of work that is mostly not included in the graph.

Assignee Chart



Everyone did a lot of work to get this project done, and even if ones have a bit less hours than others, everyone contributed a lot for the success of the team.

| Name | User Stories | Bugs | Tech. Tasks | Design Tasks | Spikes | Doc. |
|----------------|--------------|------|-------------|--------------|--------|------|
| Alvin Huynh | 0 | 0 | 15.25 | 0 | 0 | 0 |
| Olivia Peters | 0 | 4.5 | 14.5 | 0 | 0 | 0 |
| Pedro Passos | 2.25 | 4 | 25.25 | 1 | 0 | 1 |
| Ramón Asunción | 2.75 | 0 | 11.5 | 0 | 0 | 0 |

Sprints

Sprint 1

Dates:

4-4-2022 to 4-13-2022

Description:

Review:

What went well in the sprint?

We were able to work well together and work in a timely manner.

What could be improved?

Our communication between what we are each working on.

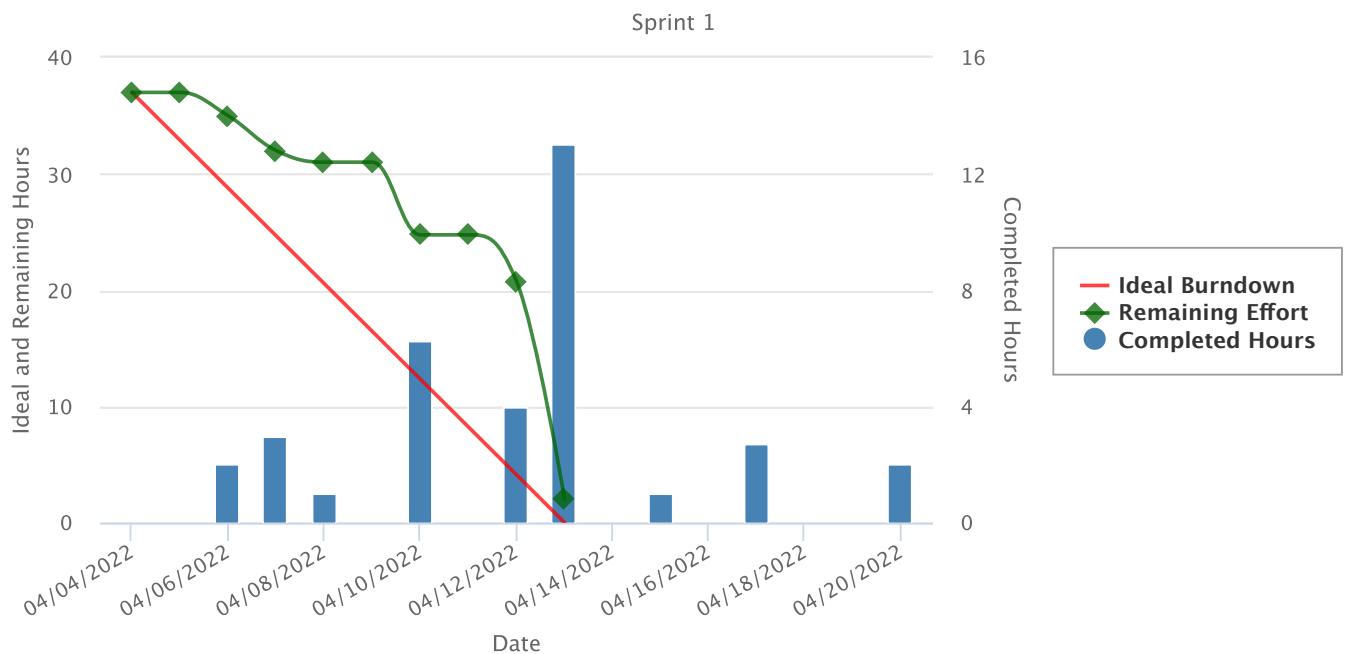
Are you on track? What is your plan if not?

Yes we are in a good spot to get finished in time.

What will you improve on in the next sprint?

We will improve on telling each other what we are working on.

Sprint Burndown Chart



Highcharts.com and Lily Romano

Sprint 2

Dates:

4-13-2022 to 4-18-2022

Review:

What went well in the sprint?

We were able to communicate better with what we were working on.

What could be improved?

We could still split the work more equally.

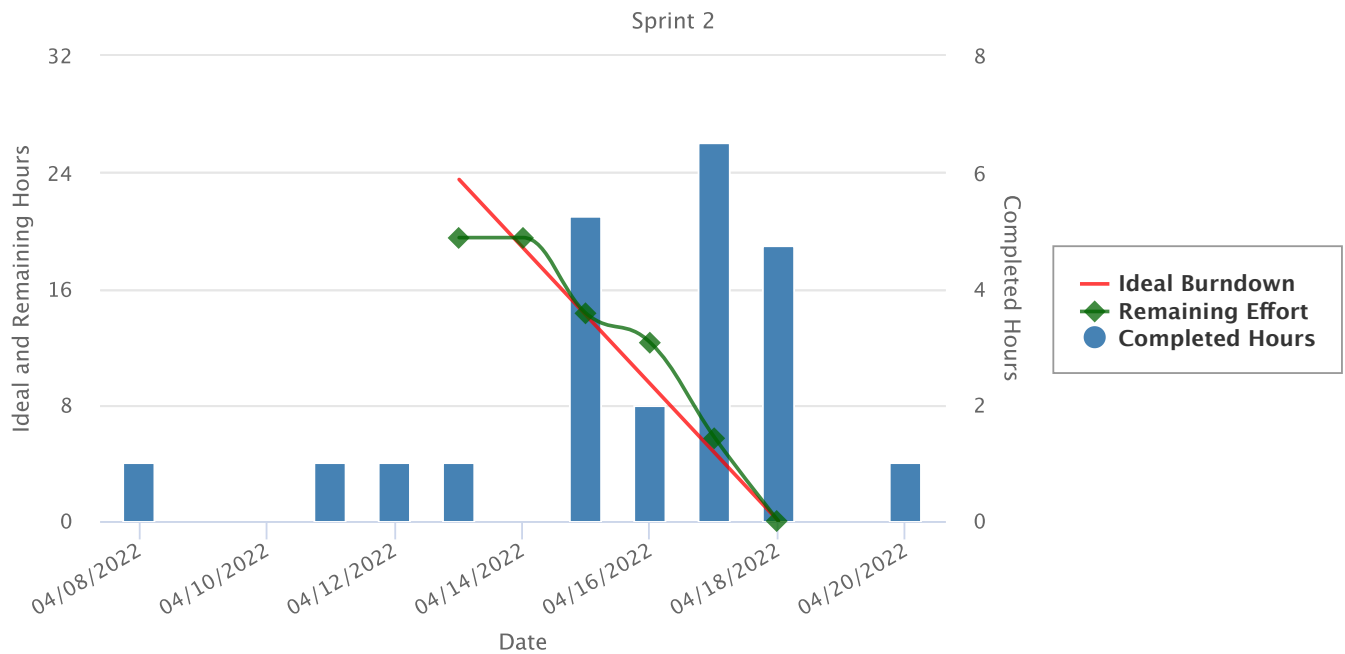
Are you on track? What is your plan if not?

Yes we are on track, if not ahead.

What will you improve on in the next sprint?

In the next sprint we will work together more to get the final parts done because they will be more difficult to figure out.

Sprint Burndown Chart

**Sprint 3****Dates:**

4-18-2022 to 4-25-2022

Goal:

Our goal is to get the 3 modes to work, the 2 minute timer, and the different themes.

Review:**What went well in the sprint?**

In this sprint we got a lot of errors fixed and we are now done with the basic implementation.

What could be improved?

We need to finish the theming on the interface.

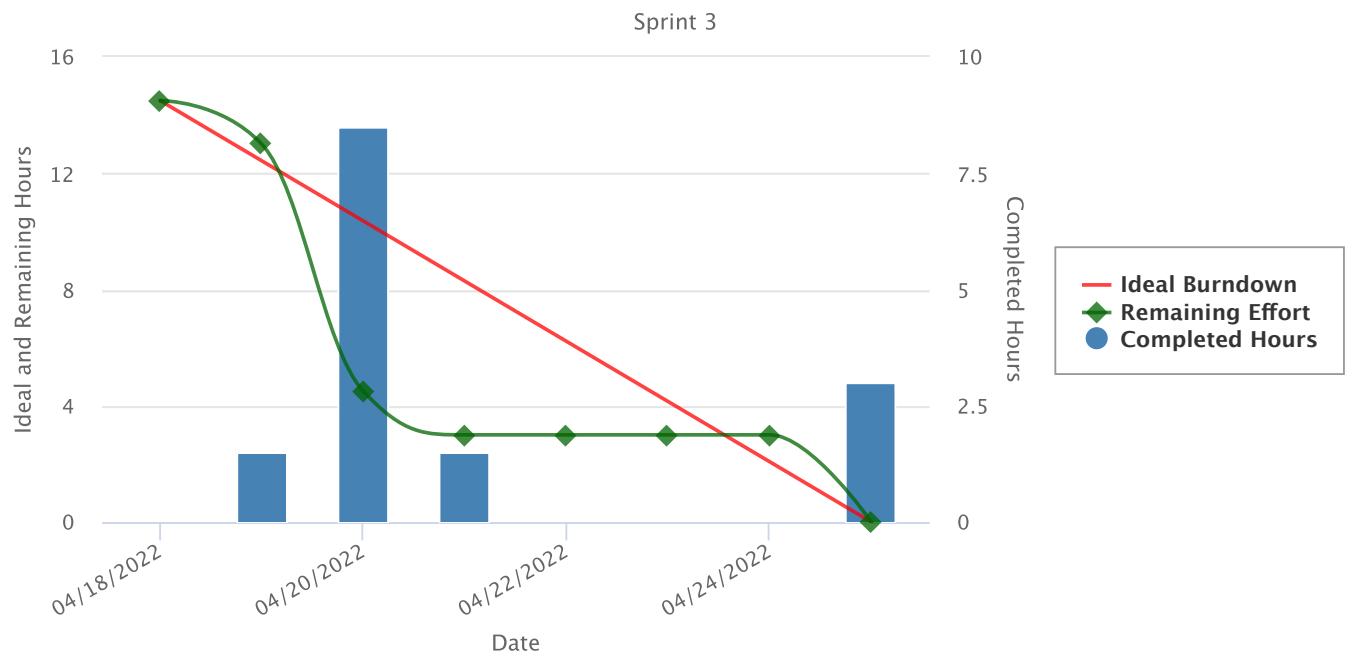
Are you on track? What is your plan if not?

We are on track but might be a little behind with the UML and CRC cards.

What will you improve on in the next sprint?

Next sprint we will get our UML and CRC cards done.

Sprint Burndown Chart



Sprint 4

Dates:

4-25-2022 to 5-2-2022

Goal:

Our goal is to finish the theming, UML, and CRC cards.

Review:

What went well in the sprint?

Last sprint was a lot of work because we hadn't started doing the documentation yet. Thus, we spend a good amount of time cleaning up the code and creating diagrams/documents as needed.

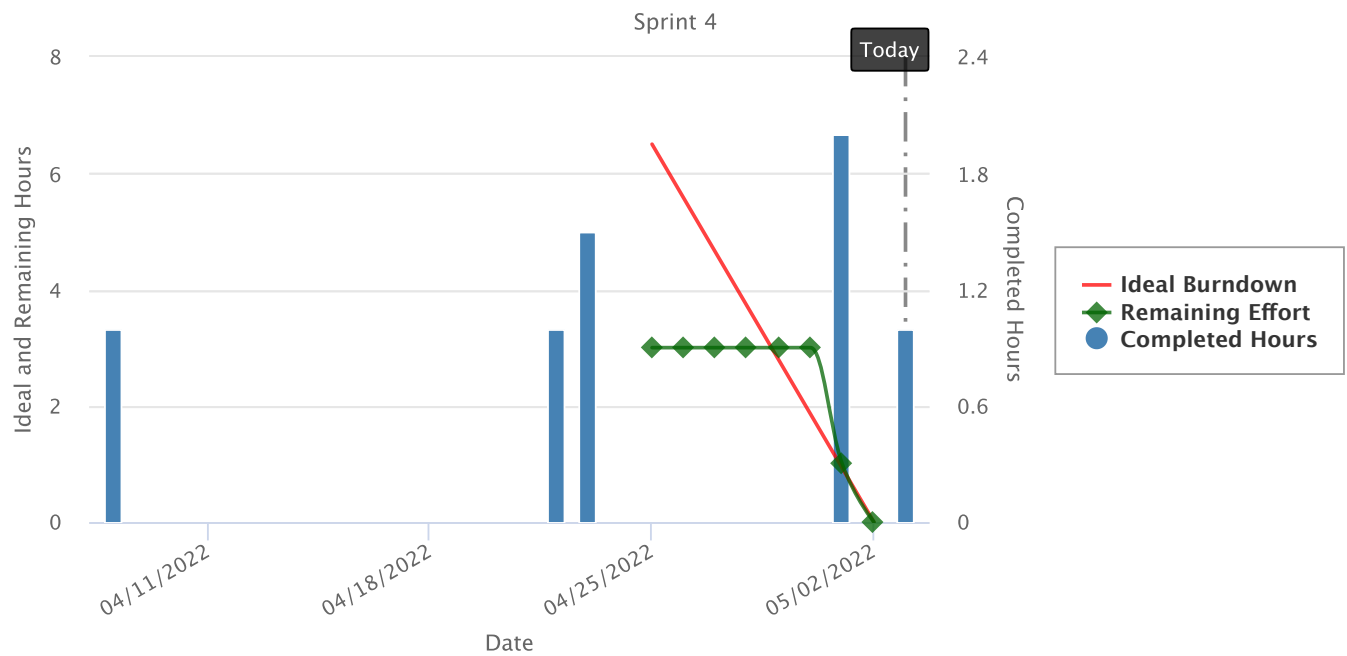
What could be improved?

Unfortunately we couldn't complete the JUnit tests. That should have been done earlier, but we got to the end of the sprint and tried to do it but we got error we had never seen before. Besides that, the programs seems to work normal when we play it.

If you were to continue the project, what would you improve on in the next sprint?

We would have added more functionalities to the game such as statistics and a database. Also, we would have spent more time doing the documentation part.

Sprint Burndown Chart



Personas



Megan Foster

Quote

I love to play games every day that have an easy user interface.

Narrative

Megan wants to keep up with the trends and play a popular game but doesn't want too much of a challenge.



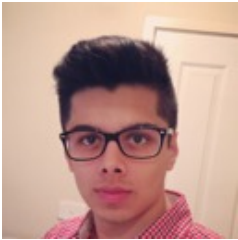
Juliette Masson

Quote

I lean towards games that have really awesome and unique designs. When I play games with just simple black and white GUIs I find myself not too intrigued by the game.

Narrative

Juliette likes choosing a colorful design of the games they play.



Jose Pastor

Quote

I don't keep the score, I just keep scoring.

Narrative

Jose likes to be challenged more and more over time to see how far they can get with the game. Someone competitive who likes to stack numbers.



Jean-Michel Mathieu

Quote

I like a challenge.

Narrative

Jean-Michel is someone who thinks the game itself is very easy and wants to play hard mode, where words are more limited.

Table of Work

Showing 1 to 41 of 41 entries
Search:

| Title | | Type | Est. | Spent |
|---------------------------------|--|----------------|-----------|-----------|
| closed (2) | | | 1 h, 30 m | 0 |
| Sprint 3 (2) | | | 1 h, 30 m | 0 |
| Create error message | | Technical Task | 0 | 0 |
| Create Themes For the Interface | | Technical Task | 1 h, 30 m | 1 h, 30 m |
| opened (39) | | | 83 h | 0 |
| Sprint 1 (9) | | | 37 h | 35 h |
| Create user interface | | User Story | 5 h | 5 h |

| Title | Type | Est. | Spent |
|---|----------------|------------|------------|
| Creating Wordle Keyboard | Technical Task | 4 h, 30 m | 4 h, 30 m |
| Creating Wordle letter tiles with JavaFX | Technical Task | 2 h | 2 h |
| Desing initial interface background | Technical Task | 2 h | 2 h |
| Get Tiles to Flip | Technical Task | 3 h | 1 h |
| Getting colors to change on tiles | Technical Task | 1 d, 4 h | 1 d, 4 h |
| Getting Letters to Show Up on tiles | Technical Task | 6 h, 30 m | 6 h, 30 m |
| Learn SceneBuilder | Technical Task | 1 h | 1 h |
| Wordle Algorithm | Technical Task | 1 h | 1 h |
| Sprint 2 (15) | | 23 h, 30 m | 23 h, 30 m |
| Avoid border on VBox | Technical Task | 30 m | 30 m |
| Changing background theme | Technical Task | 1 h, 45 m | 1 h, 45 m |
| Clean up code | Technical Task | 7 h | 7 h |
| Create 3/4/5 Letter buttons | Technical Task | 1 h, 30 m | 1 h, 30 m |
| Create end of game screen | Technical Task | 3 h, 15 m | 3 h, 15 m |
| Create Guess Analyzer | Technical Task | 1 h | 1 h |
| Create valid word checker | Technical Task | 1 h | 1 h |
| Creating game states | Technical Task | 1 h | 1 h |
| Creating used words list and making sure secret word not used | Technical Task | 1 h | 1 h |
| Ensuring input is valid | Technical Task | 30 m | 30 m |
| Generate random word as secret word | Technical Task | 1 h | 1 h |
| Get keyboard to change color based on Guess | Technical Task | 1 h, 30 m | 1 h, 30 m |
| Get Tiles to Flip individually | Technical Task | 30 m | 30 m |
| Implement colors into tiles and keyboard | Technical Task | 1 h | 1 h |
| Restart Game | Technical Task | 1 h | 1 h |
| Sprint 3 (8) | | 13 h | 13 h |
| Change keyboard color after guess is fully analyzed | Technical Task | 1 h, 30 m | 1 h, 30 m |
| Creating new screen for when settings button is clicked | Technical Task | 2 h | 2 h |
| Fix double letter problem | Bug | 2 h | 2 h |
| Fix spamming enter bug | Bug | 1 h | 1 h |
| Fix tile flipping & end screen | Bug | 1 h, 30 m | 1 h, 30 m |
| Fixing guess analyzer | Bug | 2 h | 2 h |
| Fixing the streak | Bug | 2 h | 2 h |
| Implement the setting menu | Technical Task | 1 h | 1 h |
| Sprint 4 (4) | | 6 h, 30 m | 0 |
| | Technical Task | 0 | 0 |
| Add JavaDoc | Documentation | 1 h | 1 h |
| Integrating Switch button into settings | Technical Task | 4 h, 30 m | 4 h, 30 m |
| UML Diagram | Design Need | 1 h | 1 h |
| Backlog (3) | | 3 h | 0 |
| Create error message | Technical Task | 0 | 0 |
| Create Themes For the Interface | Technical Task | 2 h, 30 m | 2 h, 30 m |
| State Diagram | Design Need | 30 m | 0 |

Daily Scrum

4/6: Today we worked on AIECode and creating our user stories and tasks.

4/8: Today we worked on the Wordle Keyboard and trying to get the event handler to print out the label of the button in the console. We are having a hard time trying to iterate through our array list of buttons.

4/10: Today we worked on detecting a key stroke and also detecting letters on the virtual keyboard being clicked. We are able to capture those two events, however, we must be able to get those letters and display them on the tiles. This is hard because we implemented the tiles as rectangles rather than labels, which is what we must work on next.

4/12: Today we worked on getting the letters to show up on the tiles and the colors to change when the guess is evaluated.

4/13: Today we worked through some bugs and did our sprint 1 review.

4/14: We are now able to add the colors to the virtual keyboard, which helps the user better visualize what letters have already been used and their "status". We also implemented the secret word, now the secret word changes every game based on a 5words.txt file. We also implemented an enum that takes care of the game state, and if the game state is a `GAME_WINNER`, we will print a nice message saying "You won" and a button to play again which is already working and actually starts a new game. We are also able to keep track of the win streak, but haven't implemented much with that. Few things moving forward would be creating the "You lost" message, checking if the input word is valid, and flipping tiles individually.

4/15: Implemented the win streak, you lost message, and currently working on if input is valid and shaking tiles horizontally for bad input.

4/17: Spend some time cleaning up the code and making it more efficient. Some classes were more overloaded than they should, so we moved things around, but the code is working the same way. Implemented 3 letter, 4 letter, and 5 letter word modes through an initial screen where user can choose the mode they want to play. Streak is not working anymore due to new screen, so we will fix that.

4/18: Today we finished up Sprint 2 and did our sprint 2 review, also worked on tile flipping and getting end screen to show up at the end.