SAN JOSÉ STATE UNIVERSITY

CMPE 202 - Team Project

Project Group # 3

Team Name : Magicians

Week #7

CS Unplugged Activity : Error Detection

Team Member Name	Section	GitHub ID
Miao Shi	3	MiaoS
Chen Shi	3	Chen202
Carlos Martinez	4	carlo379
Jayam Malviya	4	Jayam-Malviya
Prateek Sharma	3	prateeksharmamay

GitHub Repository	**https://github.com/carlo379/Magicians**
Task Board	**https://waffle.io/carlo379/Magicians**
Sprint Task Sheet:	https://drive.google.com/open?id=1JN3y5G12EQSm2q9p0jQpo4-95bcFwT67hmc98oagL9k

Team member: Miao Shi

XP core value: Communication

In the passing week, our team faced a big challenge that one of team members decided to leave the class, which means the we only have four people for the rest of project. Therefore, in the most recent meeting, the rest four members sat together, discussed the plan to cover up the missing person in the rest three weeks and start to schedule to meet with school teacher for our extra credit event.

Now we assigned two members to focus on polishing the user interfaces, and another two people to focus on refactoring the function code. We did this arrangement based on our own preference. Accidentally, two people in the same assignment are speaking the same native language, which may not be good for us to practice communication with English but will get rid of the time for us to pick up the words and to do extra explanation. We still keep using group chat to inform each other for any progress.

It will be a little tough for our team for the last two or three weeks. I hope the new arrangement can help us utilize the time of communication.

Team member: Chen Shi

XP core value: Courage

This week I finished the task of the animation transitions starting from expanding the card grid to randomly flipping a card behind the curtain. The main change that I did is messages. Using messages to lead the player to know what will happen and what to do next seems a better way than using buttons since it feels like a smooth story. We all agree to use this method in most part of the play mode.

Next week, I will mainly work on the game start animation. I have been thinking about how to make this animation for a while. It would be exciting to see it come true soon.

Currently the main problem of our code is the lack of organization and efficiency. Since we all work separately, the code was simply connected together without deliberated planning. So it is full of repetitions and inefficiency. The naming of the classes/objects is messy as well. The good thing is that we are learning design patterns. They could save our code in many ways. We think the possible patterns that could be used in our game might be Composite pattern, used to form card groups in grid, and Observer pattern, to monitor the status of buttons etc. In the next week, we will implement the design patterns to our code and wrap up for a demo as soon as possible since the end of semester is approaching.

Bad thing is that a team member has to leave at this critical timing, which means every one's tasks increased at this busy end of semester season. Good thing is the rest of the team keep calm and still organize the work well. All team members want to finish the work in time and take responsibilities without hesitating. This definitely shows our courage when facing a difficult situation! Hope all is well!

Team Member: Carlos Martinez

XP core value: Eliminate Waste

Team Member : Jayam Malviya

XP core value : Simplicity

This week we have researched about the design patterns that we can apply in our game. Team has brainstormed a lot on which design patterns will fit for our game. After discussion we have agreed upon some patterns that we feel will fit for our requirements. Each team member has picked their parts and will continue to work on them. We have also finished on integrating our game along with the other options world and the team demoed it in the weekly time meeting.

We alse realised that there is lot of potential of refactoring in our code when we were researching about the patterns to fit in our code. We have also planned to do our refactoring in the coming week. We have also improved a lot on the look and feel of our game. Thanks to the team members who are working on the UI part of the game. The look and feel of our game is very engaging.

It was also very vital to learn that one of the team members son actually has started playing the game. And he liked it alot. This is a very valuable feedback for us, because our game is targeted to the audience of the same age group. This was a very joyful information for us as we got the real time update of the clients of our game, and their responses are really very motivating.

Team has to also bear a sad news, when one of our senior team member has to drop the subject due to some reasons. It came as in shock to all the team members and we were very sad to learn that we will be loosing a very valuable team member. Team is very thankful to his contribution and his valuable inputs in the team project and also in the very intricate team discussions. Team wishes him all the very best and hope everything gets fine for him very soon. With that being said we are ready to make our game dockerized and enable multiplayer game mode in the game.

Team Member: Prateek Sharma

XP core value: Feedback

In the past week, we have got a disheartening news that one of our team member has to leave because of some personal reasons. He has been a key player in our team. He was working on docker and restlet and was going to integrate our code with the web service.

Although we are short of one member, the passion has been the same. In last meeting, we have distributed responsibilities among us. We all put in efforts to read about the design patterns. We took reviews from each of the team member for what patterns they think can fit in project. The feedback proved to be very productive and we decided on observer, command, composite, state, proxy, adapter, decorator, singleton, iterator. There are very good possibilities of including these in our project. Besides, we are working on to which patterns are going to be in our project.

As per the discussion session and feedback from all, we have distributed the task between two teams where one team will be responsible for building the front end. Front end will comprise of menu screen with play game, see demo, see theory and see scoreboard options. The theory part will demonstrate and help our audience, which are children between age of 8-12, to understand the link between game and concept of error detection. The Demo part will show them how our game work at each step. The scoreboard will show the players who took least time to guess the card flipped. Finally, the play option will let them play the game.

The initial reviews that we got from the son of one of our team member are very good as he found the game very interesting. Next, the other team is working on the structure of middleware. The main job is to redesign the structure along with design patterns.

We are planning to wrap up the tasks in coming two weeks, so that we can demonstrate our application to the student children and integrate docker in our application.