SAN JOSÉ STATE UNIVERSITY

CMPE 202 - Team Project

Project Group # 3

Team Name : Magicians

Week #4

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
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GitHub Repository	**https://github.com/carlo379/Magicians**
Task Board	**https://waffle.io/carlo379/Magicians**
Kanban CFD Google Sheet:	https://drive.google.com/open?id=1K3FaFcE2PIlkH0KE9A4LqHVsYzxT27rZh8WfAZvw-gU

Team member: Miao Shi

XP core value: Communication

In the past week, the communication between the team members are getting smooth. Although all members have some kind of the schedule issue, we make sure we at least have one meeting in person per week, and we also use instant messages to schedule a meeting or call for each other. The benefit of direct communication, face to face meeting or calling, shows up as our project goes deeper.

In face to face meetings, we can look and design in the same paper or screen, clear the confusion. The short distant forces each member focus on the others' talking, make sure everyone understand design of the project in the same way. One problem for our team now is weak on UI. In the meeting, when we had doubt about the user interfaces from time to time, we ask for feedbacks right away. From other members' expressions and responses, we can tell if others agree or disagree the issues. Then we discuss a solution that all member agrees to fix it. It is common that some member's solution can be too simple and some can be too complicate. In face to face meeting, we are forced to estimate our capability that consider all situations to negotiate a best solution for this team at this time. So all members are pleased after meeting.

Other than in person meeting, we choose calls to contact each other for coding problems. The writing and reading skill are different. We may misuse or miss a word in our writing or reading but during calls, we can feel each other's expressions and clear confusion or misunderstanding immediately. It saves time and reduces the possibility of conflicts.

Team member: Chen Shi

XP core value: Courage

This is week 4. Our job is to complete the UML diagrams and to work on the coding for the game's first version. I finished an activity diagram that shows the activity flow of the game. I also finished code for the curtain's animation part. The scenario will show two layers of red theater curtains as background and a green "Start" button on the bottom of the screen. Anytime the "Start" button is clicked (turned into black color), the 2nd layer of curtain will go down, and then go up. I added a short music with the movement, which makes the scenario more interesting to kids.

There are still lots of room to improve of course. Currently the curtain is moving up and down. I am planning to change it to open and close to the sides so it may look more attractive. I also want to add more decorations to this scenario, for example, some bubbles, or some fun audience, to create an atmosphere of the magic show in a theater.

What we need to do now is to combine all the codes together and make them work in a harmony.

In today's meeting, we had a deep discussion about the game design and decided that we will have a menu at the beginning of the game, which shows several options leading to different scenarios or play modes. With the addition of more use cases such as an "Error detection" theory introduction part, our final game will combine amusement with education together, which is the real goal of this activity.

Since this would be a fun game for kids, and two of our team members have kids, we also decided that we would go to a school to show our demo game once we are done. It would be a fun experience for both the kids and us. And that definitely needs lots of courage!

Team Member: Carlos Martinez

XP core value: Eliminate Waste

This week came to be a very interesting one, because we were fortunate to participate and/or attend the Code Camp. On this activity, we learned about technologies and techniques that are relevant to what we are doing in our projects. Some of these talks were focused on technologies that help the developer to be more efficient and eliminate waste. One of the talks I attended was related on how to scale an application up to a billion users. The talk focused on choosing the right technology to do each part of the work, instead of just choosing one technology and trying to make everything with it. By choosing the right tool for the job, you can be more efficient and effectively eliminate waste. As a team, we are going to leverage that learning and always look to choose the right tool.

Another important activity I worked on this week, was the development of the Object Diagram. The Object diagram is similar to the Class diagram, but it differentiates in that this is focused on the state of each class at a certain point in time. With this diagram is like you are taking a snapshot of the application at a certain moment. This snapshot will show you at what state each class and attribute were at that moment. Normally these diagrams show the class and attributes, as well as the relation among all other objects. The most interesting thing I found about this diagram is that you can draw it at differents point in time, therefore making it very useful in modeling certain aspects of your application. If a developer chose well which are these point, he will be able to represent his application in a way that is not possible with other diagrams.

Finally, we work on creating additional backlog events. For this week we discussed that we needed to add different scenarios for our application. We agreed that we needed to have a menu for the user to select the different options of the application once the program is started.

Team Member : Jayam Malviya

XP core value : Simplicity

This week we had a different schedule as we got the opportunity to participate in Silicon Valley Code Camp at Evergreen college. This was a nice experience as we got the chance to meet evangelist people on several technologies in the silicon valley, also we sessions were very useful and were a great learning experience.

On the project front I worked on adding more functionality to the grid class for randomly selecting a card to be flipped when the curtain is closed. One of our team mate gave the demo of how the curtain closes and opens, it was a very nice demo and gave all of us an idea of how our game is going to look. It's also appreciable that how the team member completed the task on time with efficacy. We have now started integrating our code and along with this we also had to refactor some part of our class diagram again.

I would also work on the magician class of our game in the upcoming week with pairing up with one of the team member. we hope to finish the magician class in the upcoming week as we are excited to see our game up & running.

Apart from this team also had discussion on how to teach kids our audience to play the game, there were ideas for teach the kids manually but soon this appeared to be not feasible because we cannot be present every time physically to teach the game. then there was idea on creating a demo game just like in original games where we give kids a hands on prior experience on how to play the actual game. After finalising on this we have created the respective stories in the back log and have plan to implement it when we are done with at least one complete flow of our game. That's what we have planned for the upcoming iterations.

Team Member: Prateek Sharma

XP core value: Feedback

The week was very special as we got the chance to attend our first code camp. It was very informative in a way that we were introduced to latest technologies like Docker, Angular 2 while we also got the information on software designing. This was a great exposure as we got some pragmatic knowledge through the sessions.

During this week we all worked on the implementation part. I created the user scenarios of the magician classes that was assigned to me. I reviewed my class and changed one the constructor method definition. As my class is heavily dependent on the Grid class, I worked closely with the assigned member for Grid class.

I have created the functionality of informing the grid class about the state of cards while adding the extra row and column. This way when my class calls Grid class method to expand grid, it knows the state of cards while placing them.

In this week's meeting, the feedback session resulted to be useful again. We found out the need of home page with functionalities like play, demo, theory. The need arose as we wanted our audience to easily learn the rules of the game and finally show them a step by step demo so that they can learn the trick. This will help us to make them understand the real topic of our project Error Detection. I took the play part and we will work on it once we are done with the initial functional game.

Also one of the initial step of Curtain class was completed by one member which gave us a positive start. The team discussed some minor tweaks and they would be implemented this week.

For the coming week, we all will be occupied due to the mid terms. Therefore we have planned to help each other by teaming up while performing tasks so that our tasks continue without any delay.