



SAN JOSÉ STATE UNIVERSITY

CMPE 202 - Team Project

Project Group # 3

Team Name : Magicians

Week #8

CS Unplugged Activity : Error Detection

<u>Team Member Name</u>	<u>Section</u>	<u>GitHub ID</u>
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, we were finalizing our project, and justifying the design pattern implements. The extra credit that to present to school kids, didn't go as we expected. We had to give up this plan because the school's busy schedule. After one member dropping from our team, the progress still goes well.

The communication between team members was no little bit divided since all the members are busy with multiple projects from various class. We still able to give a brief summary in the group chat after each push in repository. But the feedbacks were not very much; some functions and class descriptions are not very clear. In order to make up this and product more progress, we decided to sit all together to do the integration and completed our project in the during the face to face meeting.

Throughout the entire project, I understand why the communication is one of the key values of XP. A better way of communication can provide more ideas, reduce the misunderstanding, and avoid conflicts. More frequent communication is able to speed up the project progress and improve product quality.

I am glad that I can have this project. In this project, I have to not think of how to accomplish the functions but also to think of how to make this project more attractive and playful, being creative.

Team member: Chen Shi

XP core value: Courage

Time just flies by. Without noticing it, this is already the end of our Scrum development. Our game was finished on time. I finished game starting animation as I mentioned in this week. I worked on choosing of background music and editing it to the suitable size, then followed by choosing and editing the images for the animation. The method used in this part is no different from the curtain animation but needed lots of image processing work.

Other team members also made great progress and have finished their components needed for the game including design patterns. So we wrapped up the game quickly and it worked as we expected.

We have been so hectic these weeks because of the workload from all different courses at this end-of-the-semester season. However, this was also a good exercise for us to get used to the fast pace in the real industry, to keep calm and code on under demanding deadlines. When looking back to this learning experience, I found that I have learned a lot : Agile, UML diagram, design patterns, Restlet, docker, AWS... Those names looked so complicated and intimidating at the beginning but now they became so familiar. There were struggling time during this experience for sure, however, we walked through them all together, and we made it.

Our courage supported us to complete this project. It also got strengthened from the experience of overcoming more and more difficult situations. This the most important thing I have learned from this project.

I greatly appreciate our group for having me. The good arrangement of tasks and meetings, the organization of documents and submissions, and many other details in reminding and helping during these months made it one of the best teamwork experiences that I have ever had.

Team Member: Carlos Martinez

XP core value: Eliminate Waste

(LEFT THE COURSE)

Team Member : Jayam Malviya

XP core value : Simplicity

This was the last week of our project and it was a hectic one also, as we have to all come together to integrate the pieces that we have been developing. We scheduled a group meeting on a suitable for all team members. This turned out to be a war room session as we all put our efforts on the final outcome. After few hours of gruelling collaboration we were able to integrate the game finally.

After the integration the team demoed the game together, we also had lot of fun playing the game ourselves. It was really a good experience to see how our audience will play the game. We also had one final round of testing of our game just to make sure that we have not missed on anything. After being sure that game is working the way we wanted the team applauded each other's effort on the successful completion of our game. We all were very happy that we have completed our project on time. It was each team member's effort and contribution that we were able to finish the game on time according to the plan.

This project was a very good experience because we had a diverse team from different cultural backgrounds, but despite of that fact we were united by our products vision and we all came together as team to conquer our challenges. This project also taught us a lot about the agile and XP methodology that is prominent in the industry, we learned a great deal about the XP values that each team members has committed to. In my case I learned a lot about the Simplicity XP value. To summarize my lesson, I learned that simple design is very essential if we want to build a product that will be evolving over the time and simple design also helps us in keeping our code more maintainable. To summarize this whole project learning outcome, we learned a lot about the different software development methodologies & we got use to GreenFoot tool to develop java applications. Finally we learned how to implement Design Patterns in our code.

Team Member: Prateek Sharma

XP core value: Feedback

As this was the last week of sprint, all of the team members really put in so much efforts and looks like we have produced a good result with it. The week saw all of us working on design patterns, implemented design patterns and integrated those patterns in our code.

This week the team worked on server side, ui side and client side. I was working on server side where I created server for our application using Restlet Framework on java. In the feedback session discussed to implement State pattern on server side.

I created the restlet server file that started the server and listens to the client requests such as give the current state of application to client, add players so that two players can compete against each other at the same time.

The server responds to the clients in the json format. Once the server was created, I created a jar package of my server. To deploy the application on docker cloud, I created its image and pushed the image using docker shell on docker cloud. Now, I linked the container with amazon EC2 instance and hosted the server on the amazon cloud.

In our recent meeting, we discussed about the present state of the game. We reviewed our game application and from the feedback reviews we have planned to make few user interface changes.

Finally, we have concluded our project at a positive node. We have a working application fulfilling all the requirements stated in the beginning. Now we are planning to demonstrate the same to our audience and we are excited about the response which we will get.

This has been a very amazing journey that has taught us about the project development with different methodologies with design patterns.