CMPE 202 - Team Project

Project Group # 3

Team Name : Magicians

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**
Kanban CFD Google Sheet:	https://drive.google.com/open?id=1K3FaFcE2PIlkH0KE9A4LqHVsYzxT27rZh8WfAZvw-gU

Team member: Miao Shi

XP core value: Communication

I picked "communication" as my XP core value to work on throughout this project. Diversity of our team is high; five of us came from three different countries. English is the only language that we can use to communicate which is excellent experience to improve our oral and writing skills. Immediately after we formed the team we exchanged our phone numbers and emails, and set up the instant message group in WhatsApp within a day. In first meeting, we setup GitHub repository, waffle.io Kanban chart, assign XP values to each person, and determined which Unplugged activities we would work on. I do find it is more efficient to meet face to face. We got feedbacks fast. One example is that when one team member entered a backlog but his name didn't show up. Since we were all new to waffle.io, none of us knew why. However, we responded to the issue quickly, checking with each other, reproducing the problem, and giving positive solution. Finally, the problem fixed in five minutes. If we got this issue by ourselves, we probably would need ten minutes to just figure out the issue was caused by us or by the site. So far out communication between team members are smooth. Later we will start to design and write code, we need immediate feedbacks from team members. One team member has a full-time day job so that weekday meetings are not convenience to him. Video chat could be the solution. In the following week, we will start to work on design and coding. If anything has done, we plan to send a notification in email and message group so everyone always gets the latest updates and providing feedbacks.

Team member: Chen Shi

XP core value: Courage

Courage is an attitude. It is an attitude that a programmer wants something wonderful no matter how difficult the situation might be in the far-flung unknown future. Having the courage to code and design, and see how it is going and where it is leading us.

In the first week of our project, we feel that we are so full of COURAGE! Even though we still don't have all the skills for the project. Even though all we know at this point is the game that we are going to produce at the end. However we are so excited. We named our team "Magicians", because we believe we can make this magic happen and we can make anything happen just like magicians.

We use Kanban to manage our project as required. It is a brand new software development methodology to every one of us. However we are not afraid to try it right away! Each of us tried to add a card to the Kanban board, edited it, and moved it. Soon, we have added many tasks and completed some of them. We have the courage to try new things!

The kanban methodology requires full transparency in the work of all the team members. We need to let each other know the truth about how we are doing: are we having problems? Does anything go wrong? Being honest is courage. Admitting one's mistake is courage. Facing mistakes without blaming each other when the deadline approaching is also courage. We have luckily found that our team members are all very friendly and honest with each other. If we don't understand or feel confused, we ask. If there is any mistake, we pointed it out, fixed it together but nobody will take the responsibility him/herself.

We started working on use stories this week. It needs lots of courage to brainstorm and imagine! How to make our game fun? How to design each part? We are expecting fantastic ideas!

In the following weeks, there might be difficult times, and there might be codes thrown away and start over, however the courage will companion us always to make our magic happen.

Team Member: Carlos Martinez

XP core value: Eliminate Waste

I chose "Eliminate Waste" as my XP value, since as software developers we must be efficients and work toward providing the higher value to our customers and other team members. In modern software development, customers expect frequent deliveries of new features and constant changes in requirements, therefore waste elimination play a key role in keeping team focused on the important aspect of the project. This value is very important since it will allow us to create quality code and features that the end users expect, and avoid wasting resources on things that nobody wants.

I plan to apply this value by collaborating with my team members and providing on-time feedback on the task/user's stories we are all working on; trying to detect duplicated tasks or features that are not a requirement in our design. By actively reviewing our roadmap, we will utilize our time effectively to achieve our goals and deliver frequent quality code to other team members or our final user.

One of the ideas caught our attention based on its importance in computer science and how well it could be translated to a mobile game; this idea was the "Error Detection" project found at CS Unplugged activities link. We liked this project because it teaches an important concept that could be difficult to understand but is essential when working with I/O (input / output) in computer communication. Additionally, this project is laid out as a magic trick, which we thought would be very interesting to audiences, and can be easily translated to a mobile game on smartphones or mobile devices.

After the project idea selection, we started working with "Waffle.io" and Github tools. At the beginning, we had some difficulties with these tools, but working together as a team, we were able to discover and learn how to correctly use them. Quickly after that, we were able to create new tasks and move them through the different stages in the project management board. At the end of our working session we were able to complete 8 task and 4 items were left in the backlog.

Team Member : Jayam Malviya
XP core value : Simplicity

Simplicity : I wanted to advocate simplicity, Simplicity in design, communication, tasks & even project layout. This also reflects in the activity we have chosen, the activity is simple, to detect an error & correct it. I have also advocated to have tasks for even very small appearing things, like deciding on team name, selecting a XP value, it also helps in keeping the task simple, which in turns keep the owner motivated for bringing it to completion.

Like famously quoted by Einstein "Make things as simple as possible,but not simpler" , this shall help us in keeping a check on not spending effort to break down something deliberately into simple criteria.

Simplicity also echoes in doing what's needed & meets requirement, but not over engineering ourselves with. This will maximize the value that is created within the project for the investments made till date. Also, making progress with taking simple measured steps will helps us in gauging any failure associated with it & give us adequate window to mitigate any failures if they occur.

Simple things are easier things to make & they also sustain longer, Why?, well because of their very simple nature they need less maintenance & thus they sustain & serve longer. I was also glad to learn that the waffle tool used for this project is very easy & simple to use. We got ourselves working with it pretty easily & minutes after that our waffle board was live & had tasks floating in it, and on our first day itself we completed 8 of our tasks.

To sum up, I felt that this XP value radiated well within the team. And I am hopeful that we would continue with same spirit & orientation while working under the guidance of these XP values & principles and building a successful simple elegant useful project.

Team Member: Prateek Sharma

XP core value: Feedback

Having an industrial experience in Information Technology, I have been through the complete software development cycle. I completely understand the importance of inputs from each team member. Being responsible for feedback XP value, I will ensure that we complete each sprint well within planned time. This will help each of us to review the deliverable of the sprint. Through a Feedback session while we meet each week, I will jot down reviews given by each of us.

Then through the team consensus, I will finalize the points according to which we need to do the rework and we will work on the required reviews and update our deliverables accordingly. This will help us:

1. Improve to the quality of the project: Consistent reviewing and striving for better product by utilizing the comments and new ideas from each member.
2. On Time Delivery: In order to make feedback sessions useful, we all will ensure that our part is complete before the meeting, so that we can review, plan and complete the rework and update the deliverables before submission.

At the end, I would like to convey that apart from the professional advantages, working on feedback XP will help me and my team develop "Growth Mindset". As learning is a lifelong process, we should be open to it to become a better professional and a human being.

With a Growth Mindset:
(reference: https://open.buffer.com/how-to-give-receive-feedback-work/)

1. We will learn more from criticism.
2. We will put in more efforts to reach closer to the level of perfection.
3. When we encounter obstacles, rather than giving up we will face them bravely.
4. Embrace the challenges and learn from the experience.