GitHub link: <https://github.com/saurabhjain071993/TEAM-02-CMPE-202>

Waffle.io link: <https://waffle.io/saurabhjain071993/TEAM-02-CMPE-202>

Week 3

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| **Team Member** | **SJSU ID** | **XP Values** | **Design Pattern Used** | **GitHub ID** |
| Ankil Shah | 010817703 | Respect | Decorator and/or COR | Ankil0007 |
| Bhargav Jain | 010806510 | Communication | COR | jainbhargav |
| Bhavin Agrawal | 010827206 | Courage | Observer and Command | Bhavin7181 |
| Saurabh Jain | 010809344 | Simplicity | State and Prototype | saurabhjain071993 |
| Vansh Shah | 010823761 | Feedback | Factory Method | vansh007 |

**XP Values**

1. **Simplicity**

In the last week I made sure that the simple ideas where implemented in making the Use Case Diagram, Activity Diagram, and State Diagram. I advised my team to keep only the required features in the above diagrams. There was a time when the activity diagram was growing very complex. I explained my teammates and came up with a comparatively better solution keeping low complexity. As we have started with the code, I aim to keep the design simple. In programing the game the base code is being developed and the different designing patters to be implemented in the code are being distributed keeping the complexity low. Keeping the time constraint I ensured that only required features are included. I built the swipe mobile detector which had a simple approach and ensured every team member maintained this simplicity. In the next week I plan to make the Class Diagram for different designing patterns and then integrate it with the code. For the coming week maintaining simplicity and a clean code is our aim.

1. **Communication**

In 3rd week, we decided to work on different part of the character actions and everyone was asked to present idea to evaluate the best mode of doing the same. I asked everyone to subscribe to independent module in the end and started developing the code accordingly.As we know the action of the character is the most important thing as it is the integral part which interests the player of the game, we tried our best to give their views for the same .We also started building UML diagrams for the game and everybody subscribed to different diagrams in the team as per one's interest. We made sure that everybody is in the right direction and exhibiting the system functionality and consistent for everyone.We also brainstormed the final character actions and its implementation strategy. We agreed to work on the class diagram next week and collaborate one for the team.I insisted that everybody takes interests in evaluating the work done by another team member and present their views for the same. I felt that communication helped a team to work effectively.

1. **Courage**

This week, I created scripts for Chicken movement. We were sure about what we were doing. Everybody was confident and could implement the code for their assigned tasks. The week was quite energetic and positive for us.

We made sure that nobody is stuck because of technical or functional issue. I asked my team members to report the progress as well as the blockades to each other. This way we could determine everyone's status of implementation. Initially many of my team members could not estimate the required time correctly due to unawareness of Unity, I insisted everyone to be truthful of their progress so that necessary actions can be taken to complete. As we opted for C# language for implementation, it was likely that members will encounter problems. I discussed with team and identified team members who are good at C# and then we helped each other with knowledge exchange.

Working as a team and being persistent about the tasks, we could finish them smoothly and on time. Next week we plan to finish the project with the implementation of individual's patterns within the code.

1. **Respect**

On the start of this week we started discussing on how chicken should behave and what operation can chicken do. We did brain storming on the flow of the game and on how chicken should move, how it should get hit, whether Ghost functionality should be included or not. For this it was needed to make activity diagram so that we can properly understand on chicken's actions and its reactions. There are other actors also available like trucks and cars and they are affecting chicken's state behaviour and that's why it was also needed to find out chicken states after particular event occurs. Use case diagram was also necessary to make decisions on functionalities to be included.

We have divided all these tasks amongst us. My role was to design activity diagram with Saurabh. Firstly, we worked on paper by designing it manually in the book. We together started drawing the flow by discussing it step by step. We have almost spent many hours on doing so as game flow and activities are very important to start developing scripts. Step by Step we decided everything, from start of the game till end of the game. Use case diagram and state diagram was also ready till time. We reviewed all the diagrams by discussing together. We found that some of the changes were needed in every diagram. We decided to implement some changes and every team member was agreeing upon applying those changes. In this way everyone is respecting decisions regardless of work done by them. We have successfully finalized all the diagrams. The next step was to code and my part was to develop script for swipe detector.

1. **Feedback**

This week we worked on the UML diagrams of the project and also worked on the coding part. We divided the UML diagrams equally and sat together to discuss all different UML diagrams. I made the state diagram of the project. We also discussed about the coding part and divided the work equally. It was tough to get going with C#, but few team members sat together and explained us how exactly to tackle it. I started coding the Player character script where I successfully implemented the movement of player from one strip to another strip.

Now, I am planning to work with team members on generating the strips dynamically as the game needs infinite strips which are impossible to create manually. Next week we are planning to finish all the implementation and everyone will be done with the design patterns assigned to them. This was really good week with the team as we all met 2 times and discussed and implemented a lot into the project. As always I gave feedback periodically about what we have done so far and how efficiently we are doing our tasks.