Sprint 4 Retrospective

Scrum Master: Ze Sheng
Product Owner: Krishna Calindi

Client: Dr. Ritchey
Client Meetings: Every Thursday; 4 PM - 5 PM; zoom
Client MVP Meeting: Thursday, 14th November 2024 (4:00 PM - 5:00 PM)
Meeting Summary:
This sprint was focused on stability improvements and enabling future generations to work with the existing code.

- Ensure every implemented game is working smoothly, with thorough testing, and complete integration
- Improve overall aesthetics of the application
- Graceful error pages
- Refactor code against rubycritic
- Documentation using a gem yard.
- Improve testing.

Sprint 4 Updates

LetterBoxed Aesthetics page demo board references Spelling Bee

1. LetterBoxed Aesthetics page demo board references Spelling Bee
2. Aesthetics button also needs to be updated to the new paint pallete icon
3. DELETE button needs to change based on casing configuration on the settings

Now the Letter Boxed game has a new appearance.

Wordle setter view word page shows "Last Name" instead of "word"

1. wordle setter view word page shows "Last Name" instead of "word"
2. allow click and delete word but remove view and edit word options

Modifications have been made on Wordle setter

Merge Wordle Puzzle Setter grid into word list

1. Allow the user to load all words and see them.
2. maybe load on scroll? like if none left and the user scrolls then pull new data from the database? or letter bar at the bottom which navigated to words starting with that letter

Wordle Setter update dictionaries improvements

1. Merge “Add Words” + “Replace All Existing Words” into one section with single input option for file upload and text box
2. add options that can be checked for all the possible and plausible set operations

condense play words wordle setter interface into narrower cells and allow drop down to choose words

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Create puzzle setter functionality for Letter Boxed

1. navigate to and use the puzzle setter page for Letter Boxed when configure it

Canceling google auth mid process breaks the page, should probably gracefully redirect to login page

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Improve the overall UI of games and the application.

1. Hexagons in the Spelling Bee View
2. Games grid of 2x2
3. Home Hover Fix

Remove "logged in as " on every page

1. Logged in as was on every page
2. Remove all ‘logged in as’

Show score and total points on spelling bee setter page

1. Add score and total points on spelling bee setter page

Updates to Puzzle Aesthetics initially displays a reject due to roles but then the save is successful

1. Changing the color from the picker from red to purple
2. Clicking save successfully changes the color though

UI bugs fixes after SCRUM-64

1. Fixes needs to be made
2. Profile page auth options missed
3. Accessibility modal issues

4. Edit aesthetics
5. Game page hint, aesthetics and edit button

Integrate Letter Boxed and 2048 games with Dashboard

1. Add two games in Dashboard

Roles need to be searchable and sortable on the all users page

1. Add searching function on all users page

Sprint 4 Dates: November 1, 2024 - November 15, 2024

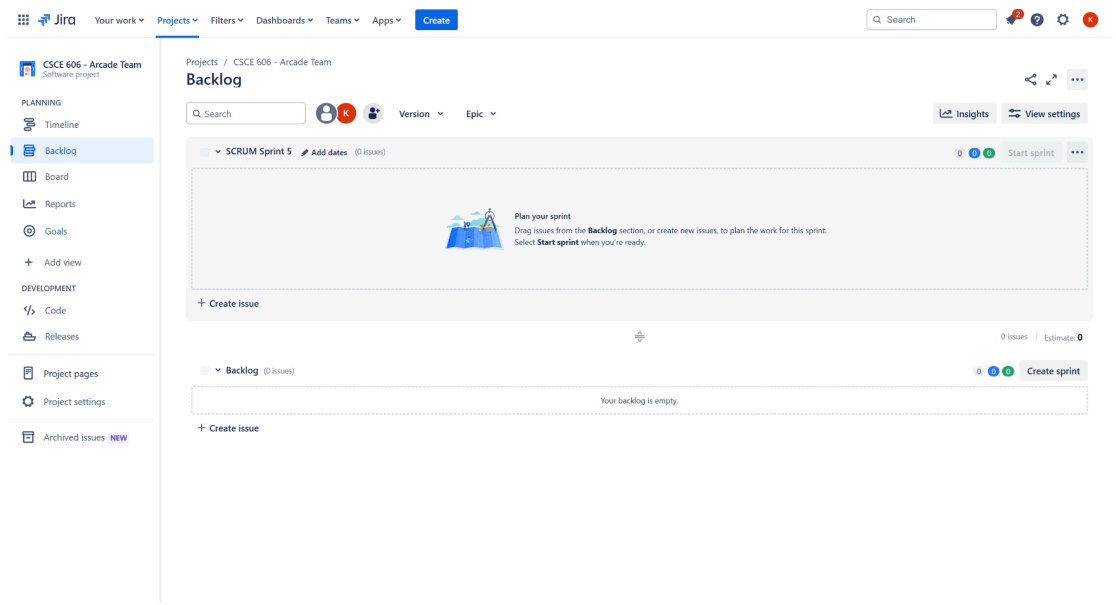
Sprint 4 Goals: All deployed games should be fully functional. Code should be refactored to be effective. Extensive documentation and general bug fixes.

Sprint 4 Achievements:

- Redirect on errors to welcome page with relevant message.
- Bug fixes.
- Documentation.

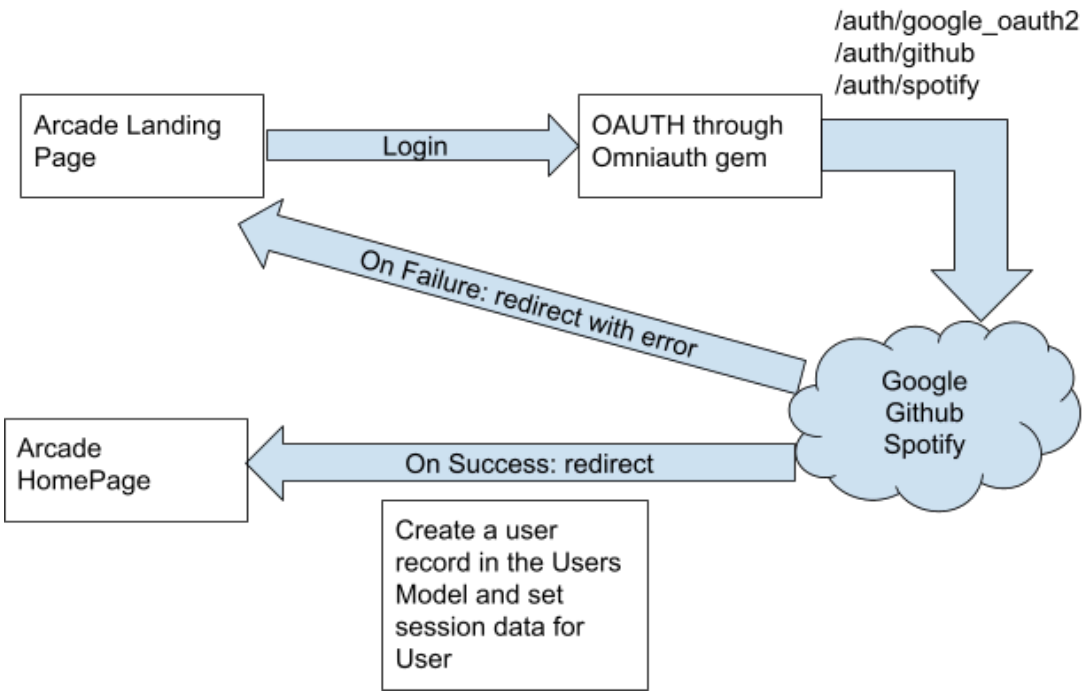
Sprint 4 Backlog:

No backlog at the end of the sprint.

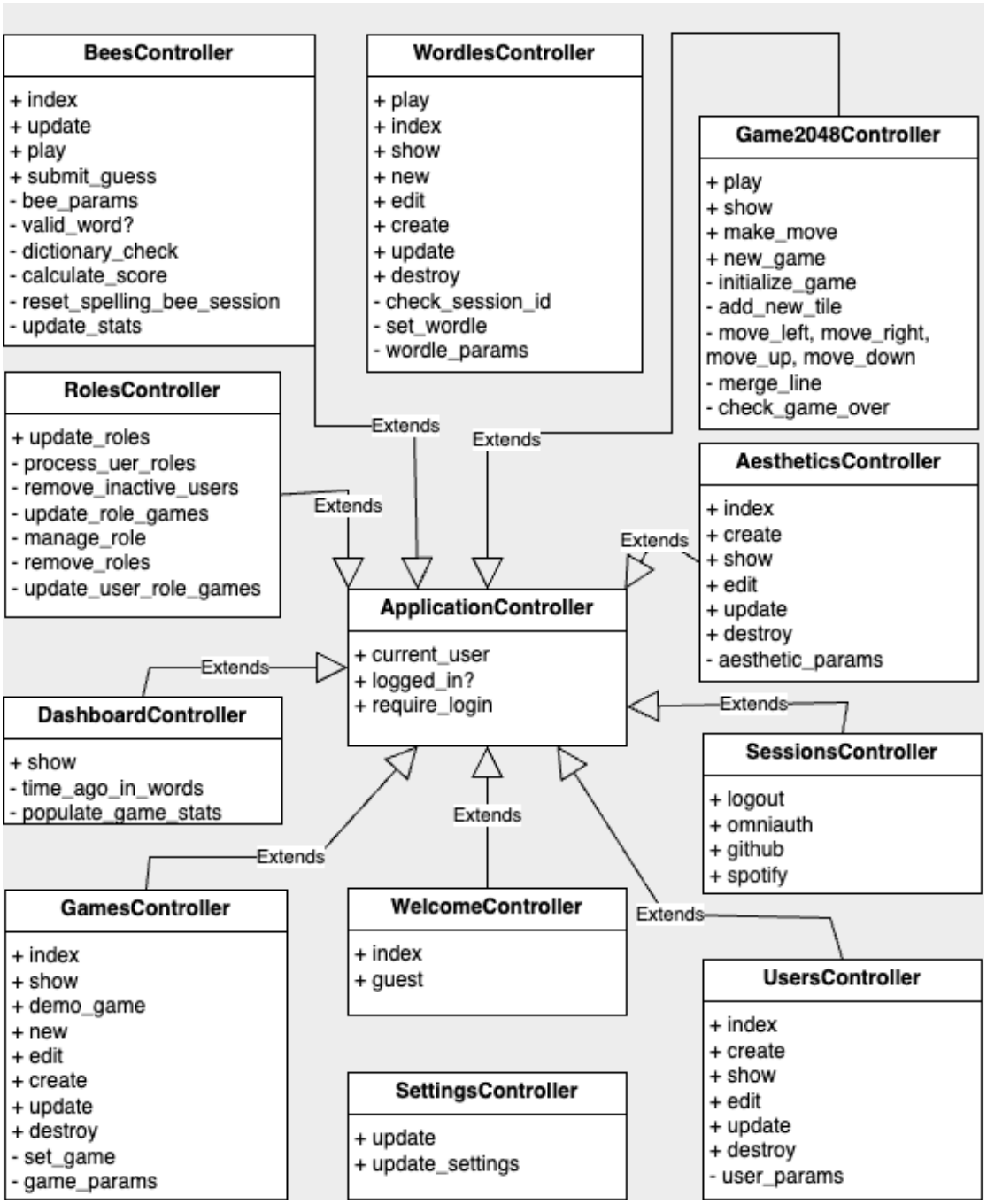


Diagrams

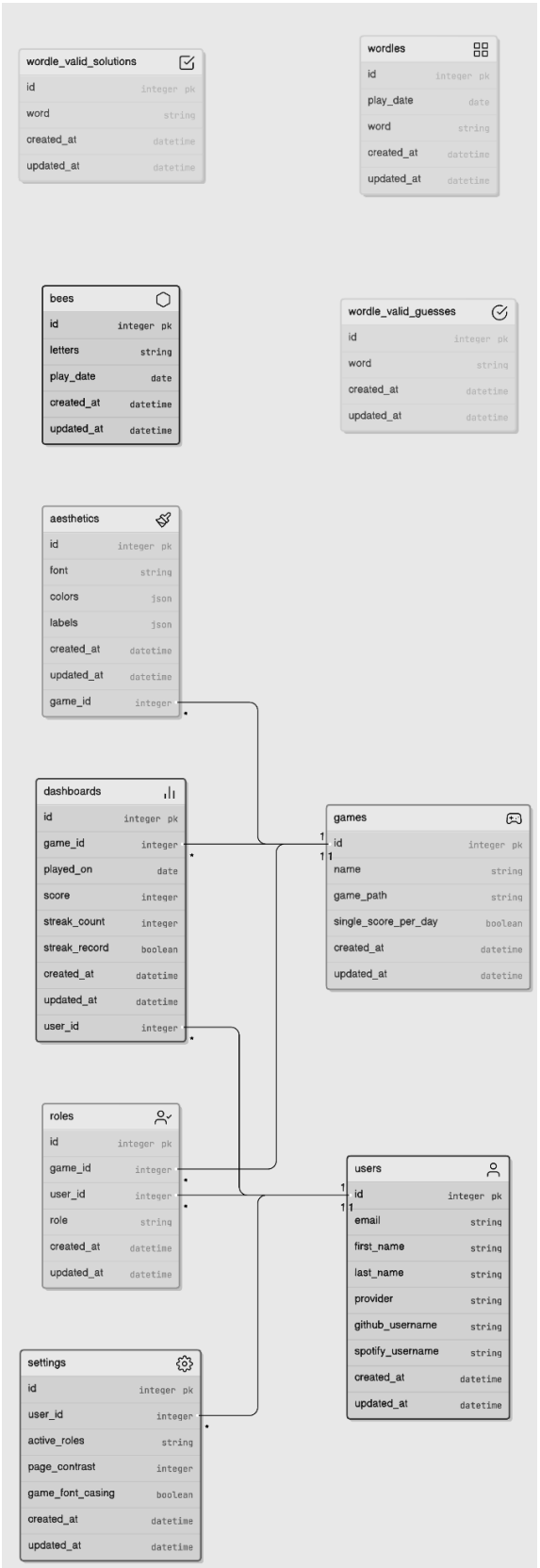
High level flow:



Controller design:



Database design:



Sprint 4 Breakdown:

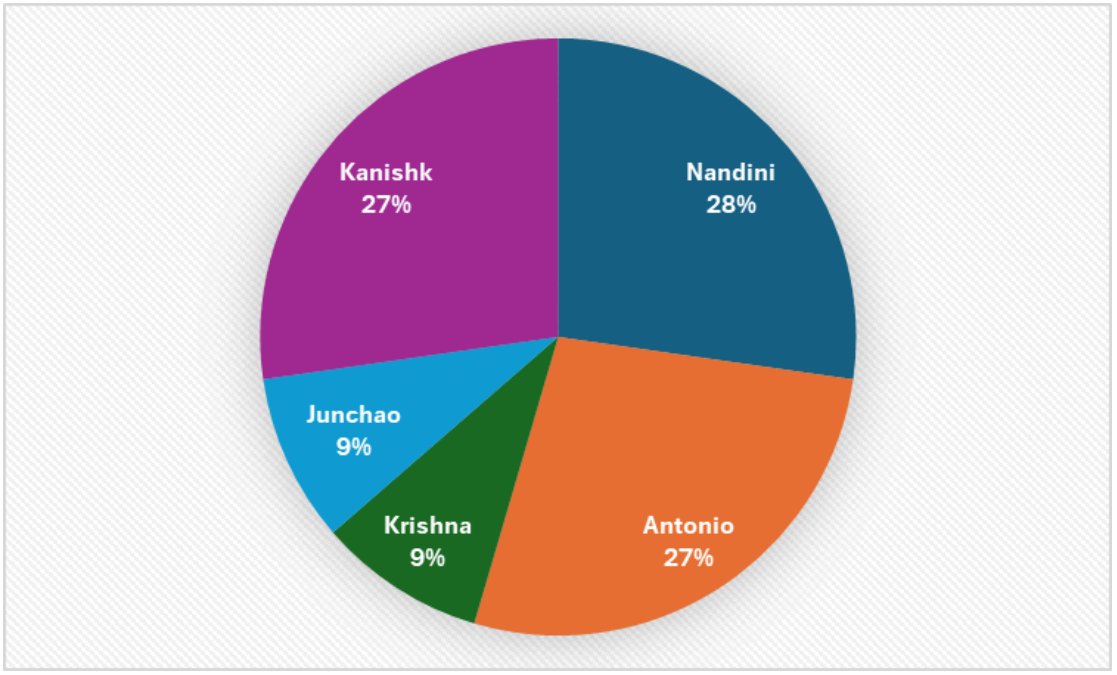
搜索 +2 版本 长篇故事 类型

SCRUM Sprint 4 6 11月 – 15 11月 (14 个事务) 0 0 23 完成冲刺

SCRUM-70	LetterBoxed Aesthetics page demo board references Spelling Bee	已完成	1
SCRUM-72	wordle setter view word page shows "Last Name" instead of "word"	已完成	1
SCRUM-73	Merge Wordle Puzzle Setter grid into word list	已完成	2
SCRUM-74	Wordle Setter update dictionaries improvements	已完成	2
SCRUM-75	condense play words wordle setter interface into narrower cells and all...	已完成	1
SCRUM-76	Create puzzle setter functionality for Letter Boxed	已完成	2
SCRUM-41	Cancelling google auth mid process breaks the page, should probably ...	已完成	2
SCRUM-64	Improve overall UI of games and the application.	已完成	3
SCRUM-69	remove "logged in as " on every page	已完成	1
SCRUM-67	Show score and total points on spelling bee setter page	已完成	1
SCRUM-71	Updates to Puzzle Aesthetics initially displays a reject due to roles but ...	已完成	1
SCRUM-77	UI bugs fixes after SCRUM-64	已完成	2
SCRUM-54	Integrate Letter Boxed and 2048 games with Dashboard	已完成	3
SCRUM-66	roles need to be searchable and sortable on the all users page	已完成	1

+ 创建事务

For this sprint, we used 1 story point to signify ~4 hrs day's worth of work



Burndown charts:

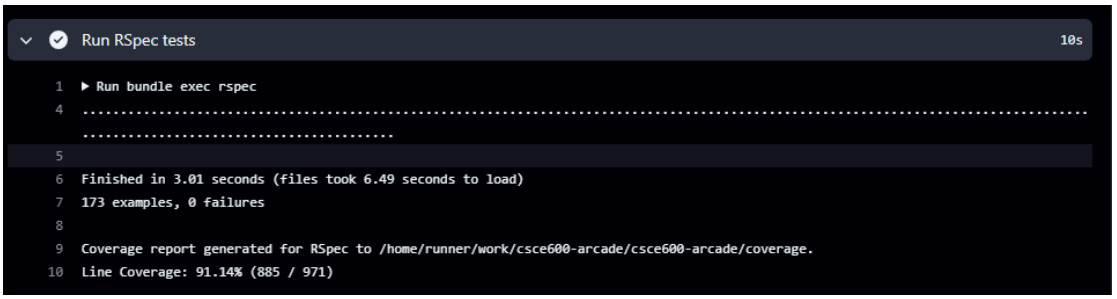
Evaluation of Code and Test Quality

Run details and Coverage Report files can be located at [this link](#).

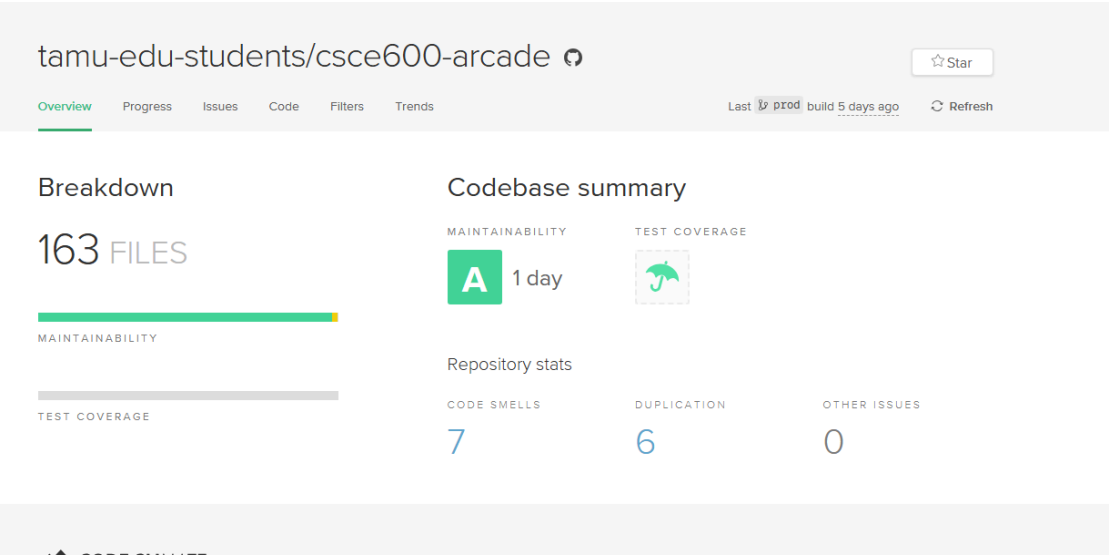
RSpec Tests: 173 examples

Cucumber Tests: 22 scenarios, 211 steps

SimpleCov coverage: 91.14%



Code Climate report:



Schema Changes Analysis Report

This document provides an analysis of the recent changes made to the database schema, focusing on the introduction of a new 'dashboard' table, the existing 'dashboards' table, and the associated foreign key constraints. The report aims to identify potential issues and suggest resolutions to ensure data integrity and clarity in the database design.

1. Summary of Changes

The following changes have been identified in the schema:

1. 1. A new table named 'dashboard' has been created, with a structure similar to the existing 'dashboards' table.

2. 2. Foreign key constraints for both 'dashboard' and 'dashboards' tables have been defined, pointing to 'games' and 'users' tables.

3. 3. No deletion or removal of the existing 'dashboards' table has been observed.

2. Detailed Analysis

2.1. Creation of New "dashboard" Table

A new table named 'dashboard' has been introduced with the following structure:

· Fields:

· created_at (datetime, not null)

· updated_at (datetime, not null)

· user_id (integer)

· game_id (integer)

· played_on (date)

· score (integer)

· streak_count (integer, default: 0)

· streak_record (boolean, default: false)

· Indexes:

· Index on 'game_id' (named 'index_dashboard_on_game_id')

· Index on 'user_id' (named 'index_dashboard_on_user_id')

This table duplicates the purpose and structure of the existing 'dashboards' table, suggesting either an intentional migration to a new naming convention or an unintended duplication.

2.2. Foreign Key Constraints

Foreign key constraints have been defined for both 'dashboard' and 'dashboards' tables:

· 'dashboard' table:

· games (on_delete: cascade)

· users (on_delete: cascade)

· 'dashboards' table:

· games (on_delete: cascade)

· users (on_delete: cascade)

These constraints ensure referential integrity by linking the tables to the 'games' and

'users' tables. However, the redundancy raises concerns about potential confusion or misalignment.

2.3. Lack of Deletions

The schema changes do not include any deletion of the existing 'dashboards' table. If the intent was to replace 'dashboards' with 'dashboard', this step is missing. Retaining both tables could lead to duplicate data and inconsistencies.

3. Recommendations

To address the issues identified in the schema changes, the following recommendations are proposed:

4. 1. Clarify the intent behind introducing the 'dashboard' table. If it is meant to replace 'dashboards', plan a migration strategy to ensure a smooth transition.

5. 2. Remove redundant foreign key constraints and ensure they align with the intended table structure.

6. 3. If 'dashboard' is a replacement, deprecate and eventually remove the 'dashboards' table to avoid confusion and potential data inconsistencies.

4. Conclusion

The observed changes introduce redundancy in the schema with the creation of the 'dashboard' table. Proper clarification and resolution are necessary to maintain data integrity and ensure a clear and consistent database design. Implementing the recommended actions will help mitigate potential risks.