Sprint 1 Retrospective

Scrum Master: Nandinii Yeleswarapu
Product Owner: Tejas Singhal

Client: Dr. Ritchey
Client Meetings: Every Thursday; 4 PM - 5 PM; zoom

Sprint Dates: September 27th, 2024 - October 4th, 2024
Sprint goal: Have the Arcade app successfully deployed with account creation and login set up and authentication set up to distinguish between player, puzzle setter, puzzle aesthetician and system admin users.
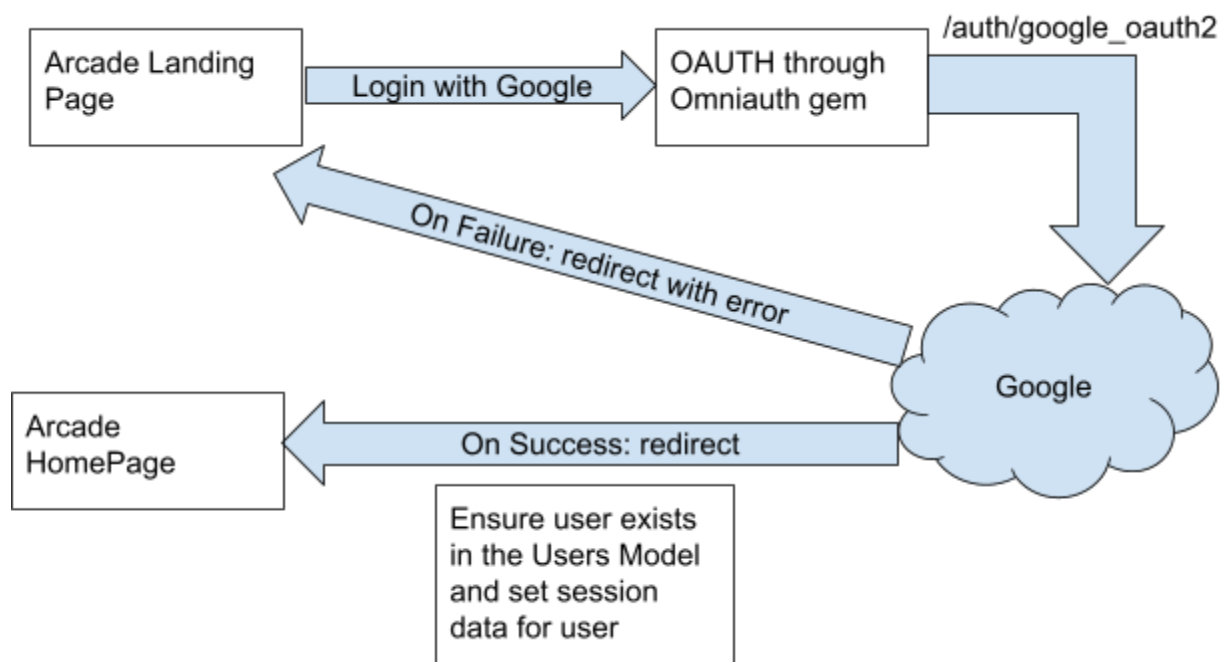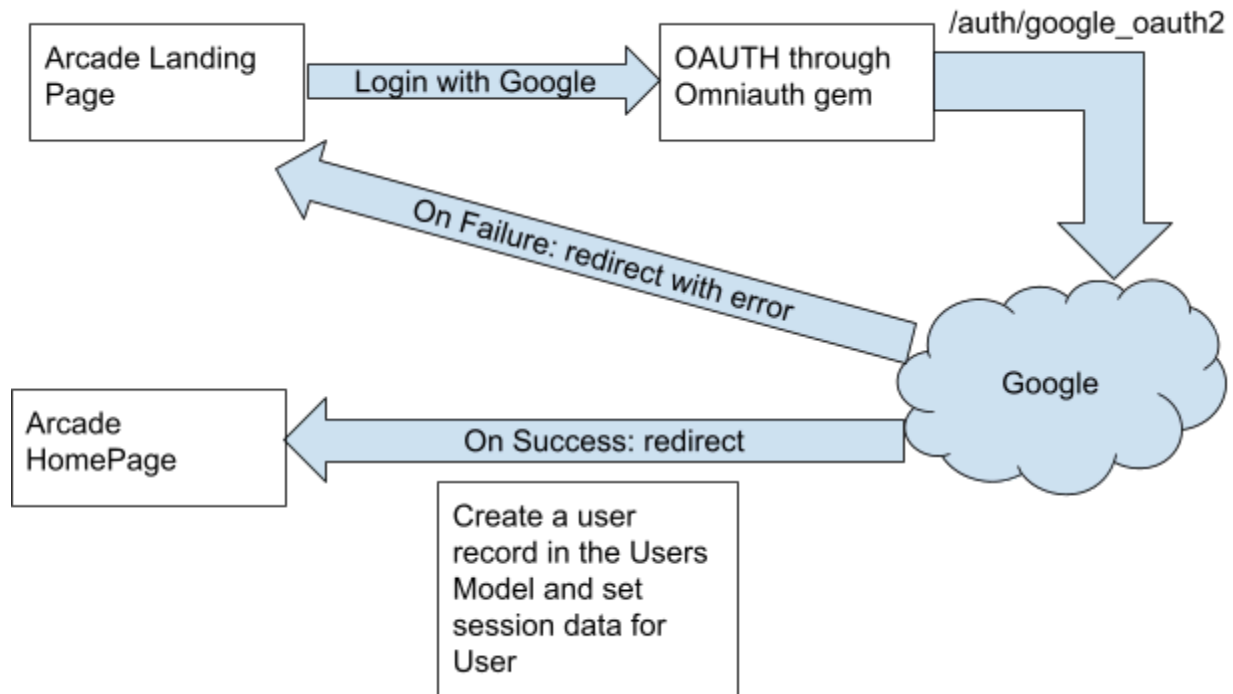
Sprint Achievements:
1. Successful integration with the OmniAuth gem to facilitate sign in with Google
2. Implemented basic Role management ensuring all newly created accounts have a "member" role and their page access is restricted to only their Users information.
3. Implemented basic Role management ensuring that only a user with the "System Admin" role can access information about all registered users.
4. Implemented a basic stubbed dashboard view to summarize a users game history and statistics
5. Implemented a homepage for the 3 high priority games as discussed with the client, the games currently to redirect to a stubbed game launch page.
6. Implemented a single accessibility feature which allows users to adjust the contrast on the webpages.
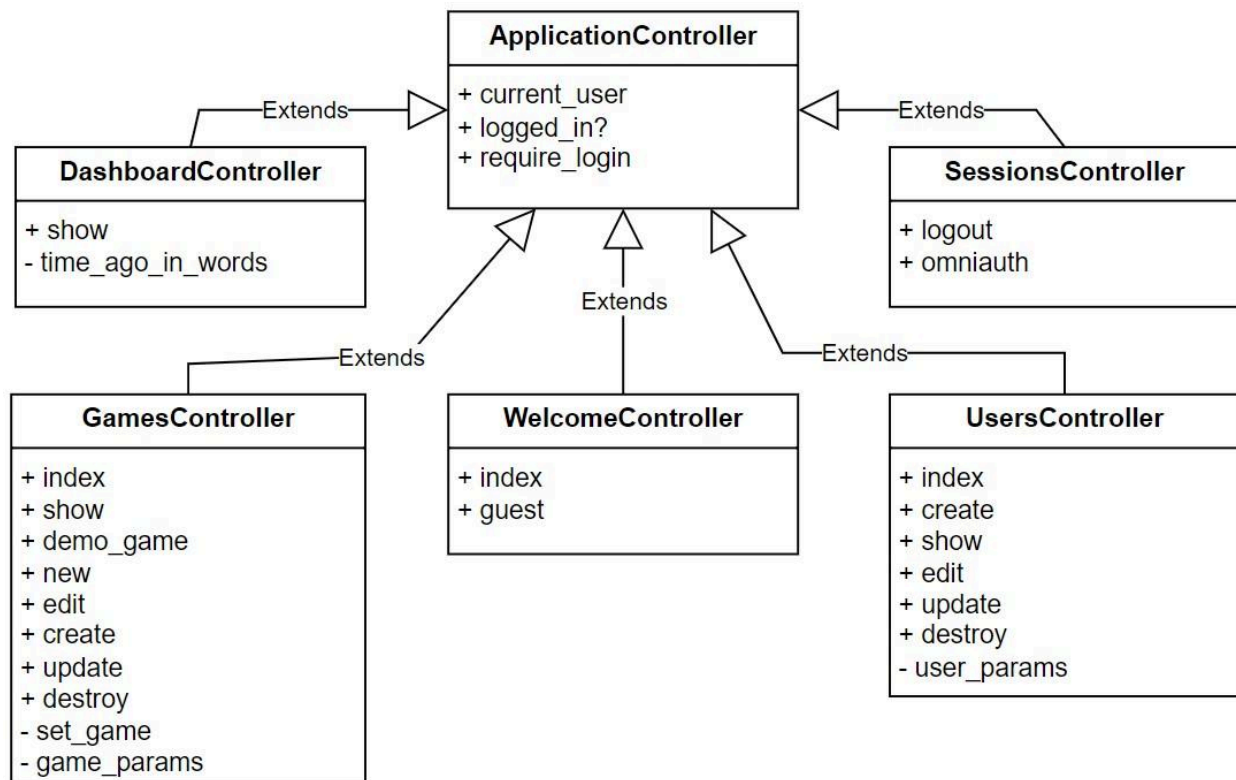
Sprint Backlog Items and Status:
By the end of the Sprint,we did not have any tickets left in the backlog, all the files tickets were picked up and completed in Sprint 1. Since this was the first Sprint and we were still fleshing out the requirements, we were unable to file more comprehensive tickets that capture wider requirements and focused on only filing and picking up tickets for the Sprint 1 specific goal.
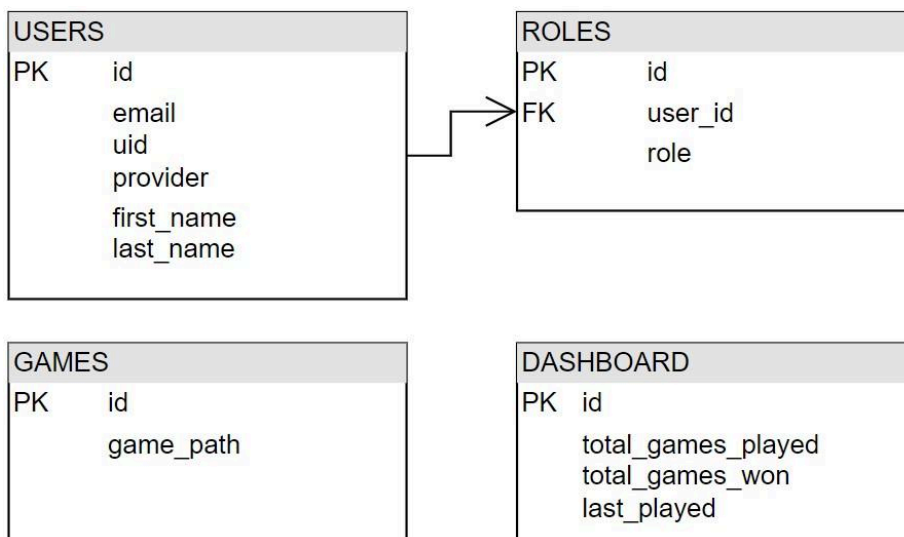
Design Diagrams:

High Level OAUTH flow for creating an account and login:

Arcade Landing Page → Login with Google → OAUTH through Omniauth gem → /auth/google_oauth2 → Google

On Failure: redirect with error → Arcade Landing Page

On Success: redirect → Arcade HomePage

Create a user record in the Users Model and set session data for User

Arcade Landing Page → Login with Google → OAUTH through Omniauth gem → /auth/google_oauth2 → Google

On Failure: redirect with error → Arcade Landing Page

On Success: redirect → Arcade HomePage

Ensure user exists in the Users Model and set session data for user

Controller Design:

ApplicationController

+ current_user
+ logged_in?
+ require_login

Extends →

DashboardController

+ show
- time_ago_in_words

Extends →

← *Extends*

SessionsController

+ logout
+ omniauth

Extends

GamesController

+ index
+ show
+ demo_game
+ new
+ edit
+ create
+ update
+ destroy
- set_game
- game_params

WelcomeController

+ index
+ guest

Extends

UsersController

+ index
+ create
+ show
+ edit
+ update
+ destroy
- user_params

Database Organization:

USERS	
PK	id
	email
	uid
	provider
	first_name
	last_name

ROLES	
PK	id
FK	user_id
	role

GAMES	
PK	id
	game_path

DASHBOARD	
PK	id
	total_games_played
	total_games_won
	last_played

Design changes

While working through the Google OAUTH flow, we realized that initial design for the flow would force us to either check in the API credentials into version control or have the same ruby generated master key shared across all developers as well as all environments, defying coding best practices and creating major security concerns.

We modified our design from storing a local encrypted file with credentials to instead leveraging environment variables to hold sensitive data and invoking encryption and decryption of credentials locally utilizing independent environment specific master keys.

The Team Contribution breakdown towards Sprint 1 goals:

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

Team Capacity Breakdown ★ Filter details

Apps ∨ Share ∨ Export ∨ LIST VIEW ≔ DETAIL VIEW ≡D ⋯

Search iss... 🔍 | Project = ∨ CSCE 606 - Arcade Team ∨ | Type = ∨ Bug +2 ∨ | Status ∨ | Assignee ∨ BASIC JQL

Sprint = ∨ SCRUM Sprint 1 ⓘ ✕ More + Reset Copy filter

Type	Key ↑	Summary	Assignee	Story point estim
🟩	SCRUM-1	Create a player account on Arcade	Z zesheng	5
🟩	SCRUM-2	Login to Arcade	S singhalt	3
🟩	SCRUM-3	Create Model & View for Roles	A antoniorosales	3
🟩	SCRUM-4	Model and Controller for Game	N nandiniys	4
🟩	SCRUM-8	Create Controller for Roles	K kxc	3
🟩	SCRUM-9	Views for Game Landing Page and Main Landing Page	JW Junchao Wu	3
🟩	SCRUM-10	Create a basic Stubbed Dashboard MVC	K kanishk.chhabra	4
🟥	SCRUM-18	Access blocked: Authorization Error	Z zesheng	

1-8 of 8 ↻ < 1 >

Sprint 1 Point Breakdown

Antonio Rosales Viesca
12.0%

Junchao Wu
12.0%

Kanishk Chhabra
16.0%

Krishna Calindi
12.0%

Nandinii Yeleswarapu
16.0%

Tejas Singhal
12.0%

zesheng@tamu.edu
20.0%

Burndown Chart:

Remaining work
Number of story points left to complete this sprint

Guideline
Ideal burn rate

Story points

Date
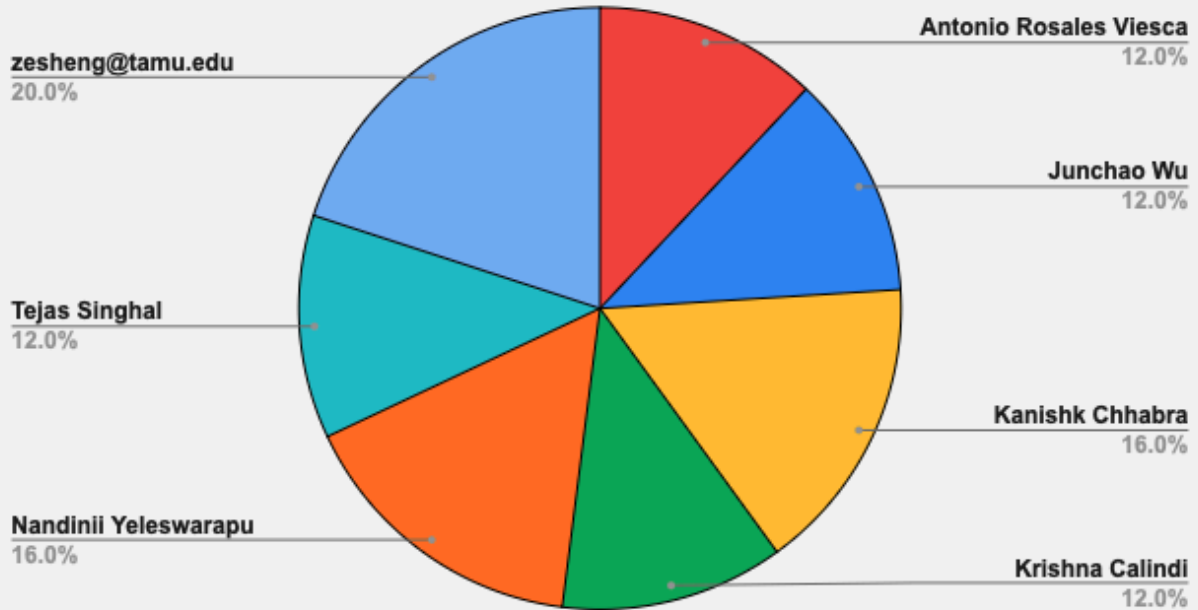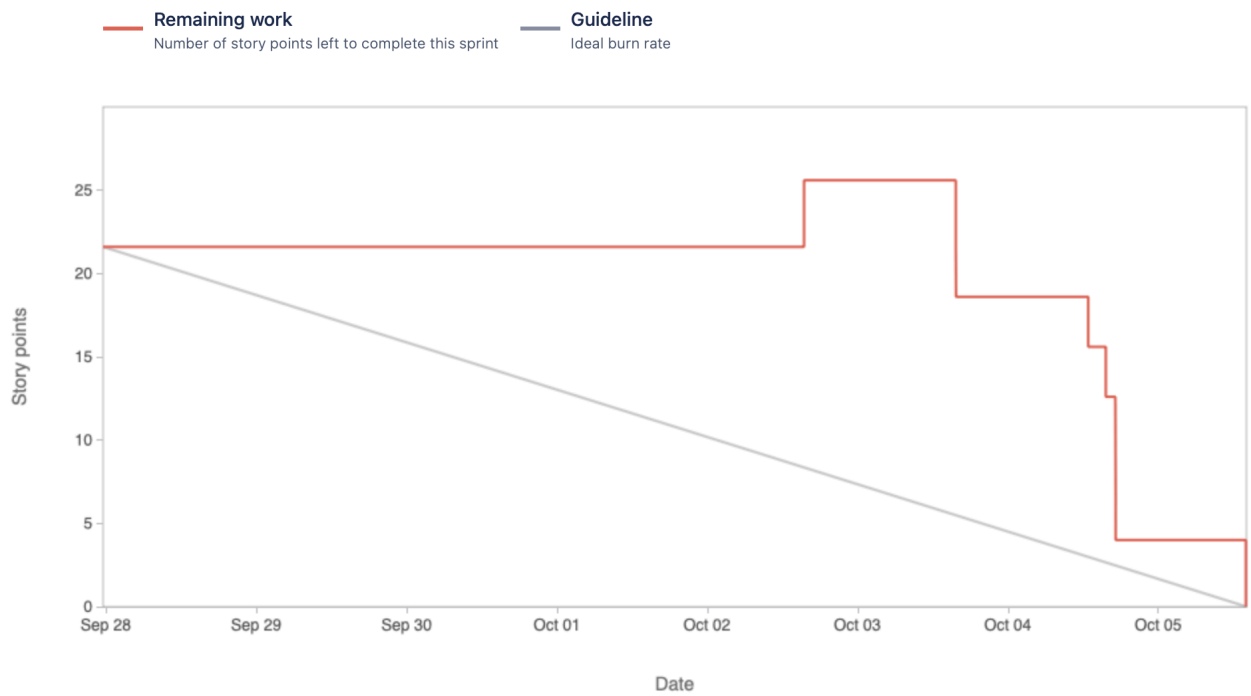
Evaluation of Code and Test Quality:

Run details and Coverage Report files can be located at

RSpec Tests: 55 examples
Cucumber Tests: 10 scenarios, 75 steps
SimpleCov coverage report: 94.41%

All Files (94.41% covered at 2.19 hits/line)

19 files in total.
161 relevant lines, 152 lines covered and 9 lines missed. (94.41%)

File	% covered	Lines	Relevant Lines	Lines covered	Lines missed	Avg. Hits / Line
app/controllers/users_controller.rb	62.50 %	32	16	10	6	0.63
app/services/user_service.rb	86.36 %	43	22	19	3	1.32
app/channels/application_cable/channel.rb	100.00 %	4	2	2	0	1.00
app/channels/application_cable/connection.rb	100.00 %	4	2	2	0	1.00
app/controllers/application_controller.rb	100.00 %	25	10	10	0	8.30
app/controllers/dashboard_controller.rb	100.00 %	36	12	12	0	1.67
app/controllers/games_controller.rb	100.00 %	77	38	38	0	3.18
app/controllers/sessions_controller.rb	100.00 %	23	13	13	0	1.31
app/controllers/welcome_controller.rb	100.00 %	18	11	11	0	1.27
app/helpers/application_helper.rb	100.00 %	2	1	1	0	1.00
app/helpers/games_helper.rb	100.00 %	2	1	1	0	1.00
app/jobs/application_job.rb	100.00 %	7	1	1	0	1.00
app/mailers/application_mailer.rb	100.00 %	4	3	3	0	1.00
app/models/application_record.rb	100.00 %	3	2	2	0	1.00
app/models/dashboard.rb	100.00 %	14	7	7	0	3.29
app/models/game.rb	100.00 %	3	2	2	0	1.00
app/models/role.rb	100.00 %	8	3	3	0	1.00
app/models/user.rb	100.00 %	6	4	4	0	1.00
app/repositories/user_repository.rb	100.00 %	22	11	11	0	1.27

Showing 1 to 19 of 19 entries

Download

Code Climate Report:

tamu-edu-students/csce600-arcade ⭐ Starred

Overview Progress Issues Code Filters Trends Repo Settings   Last ⑂ prod build 1 day ago ↻ Refresh

Breakdown

90 FILES

MAINTAINABILITY

TEST COVERAGE

Codebase summary

MAINTAINABILITY   TEST COVERAGE

A 1 hr

Repository stats

CODE SMELLS   DUPLICATION   OTHER ISSUES

1   0   0

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tamu-edu-students/csce600-arcade

Overview Progress **Issues** Code Filters Trends Repo Settings

Showing 1 of 1 total issue

Method `find_or_create_user` has a Cognitive Complexity of 11 (exceeds 5 allowed). Consider refactoring. `OPEN`

```
3        def self.find_or_create_user(auth)
4            uid = auth["uid"]
5            email = auth["info"]["email"]
6            names = auth["info"]["name"].split
7            first_name = names[0]
```

•••• Found in app/services/user_service.rb - About 1 hr to fix

Rubocop report:

```
nandiniiys@connect-172-31-12-31 csce600-arcade % rubocop
Inspecting 74 files
C..............C........................C...C.......................

Offenses:

Gemfile:2:6: C: [Correctable] Style/StringLiterals: Prefer double-quoted strings unless you need single quotes to avoid extra backslashes for escaping.
ruby '3.3.4'
     ^^^^^^^
app/services/user_service.rb:44:1: C: [Correctable] Layout/TrailingWhitespace: Trailing whitespace detected.
features/step_definitions/games_steps.rb:7:4: C: [Correctable] Layout/TrailingEmptyLines: Final newline missing.
end

features/support/seeds.rb:5:4: C: [Correctable] Layout/TrailingEmptyLines: Final newline missing.
end


74 files inspected, 4 offenses detected, 4 offenses autocorrectable
nandiniiys@connect-172-31-12-31 csce600-arcade %
```

Relevant Links:

[Github](#)

[Heroku Deployed App](#)

[Product Management Page](#)