Sprint 2 Retrospective

Scrum Master: Antonio Rosales Viesca

Product Owner: Junchao Wu

Client: Dr. Ritchey

Client Meetings: Every Thursday; 4 PM - 5 PM; zoom

Sprint Dates: October 4th, 2024 - October 18th, 2024

Sprint goal: Spelling and Wordle should be playable by any user. It should also be possible to customize their aesthetics through the Puzzle Aesthetician role.

Sprint Achievements:

- 1. Successful implementation of Spelling Bee
- 2. Successful implementation of Wordle
- 3. Created pages where a 'Puzzle Aesthetician' can customize the aesthetics of Spelling bee and Wordle respectively.
- 4. Enhanced Role management to allow users with the "System Admin" role to be able to assign roles to other users.
- 5. Implemented role activity settings to let users select the perspective via which they want to interact with the application.

Sprint Backlog Items and Status:

By the end of the Sprint, we had the following tickets in the backlog.



Of these, SCRUM-39 concerns a bug that we have not been able to pinpoint, so it is an open issue. The other tickets were not picked up during the sprint for the following reasons:

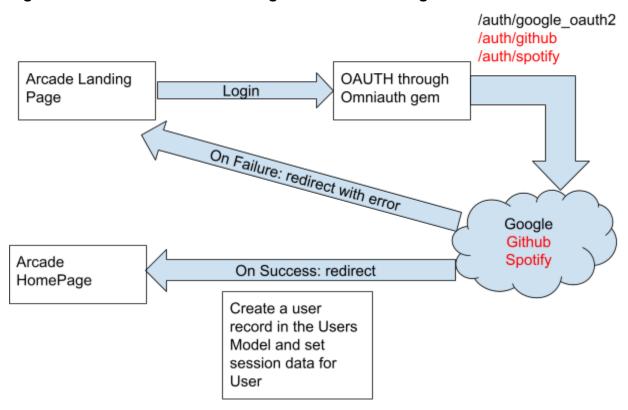
- SCRUM-41: The bug had a relatively small impact compared to others which we chose to prioritize during the sprint.
- SCRUM-37 and SCRUM-28: Allowing users with a 'Puzzle Setter' role to. These
 tickets were drafted before the start of the sprint but were not submitted as part

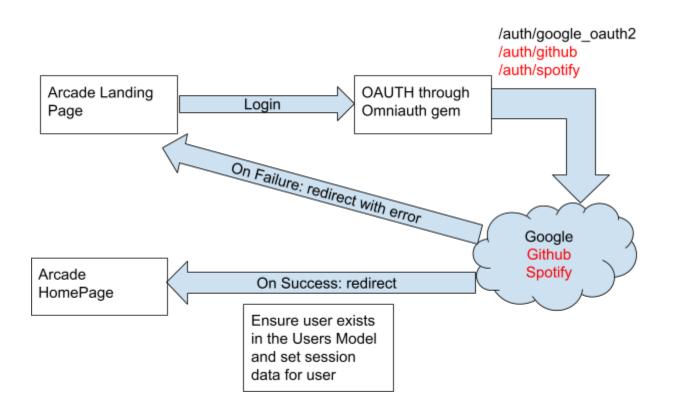
of the finalized sprint plan. This is because the team agreed they would need a game to be well-implemented first before developing its interactions with the 'Puzzle Setter' role.

Design Diagrams:

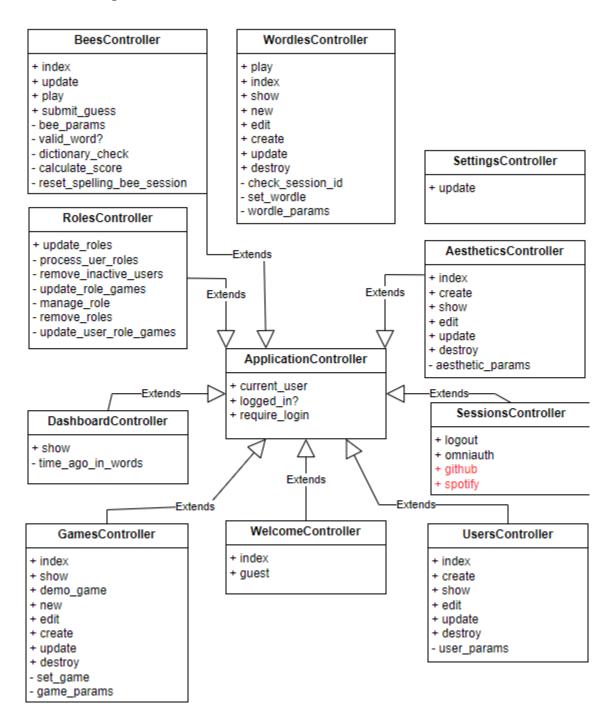
Before beginning the sprint, the team did not consider expanding the number authentication options as a priority. For this reason, it was not included in the original sprint plans. However, due to having some extra manpower towards the end of the sprint, we were able to develop this feature earlier than expected, and it was included in the sprint 2 MVP. The changes related to this feature are highlighted in **red** in the design diagrams below.

High Level OAUTH flow for creating an account and login:





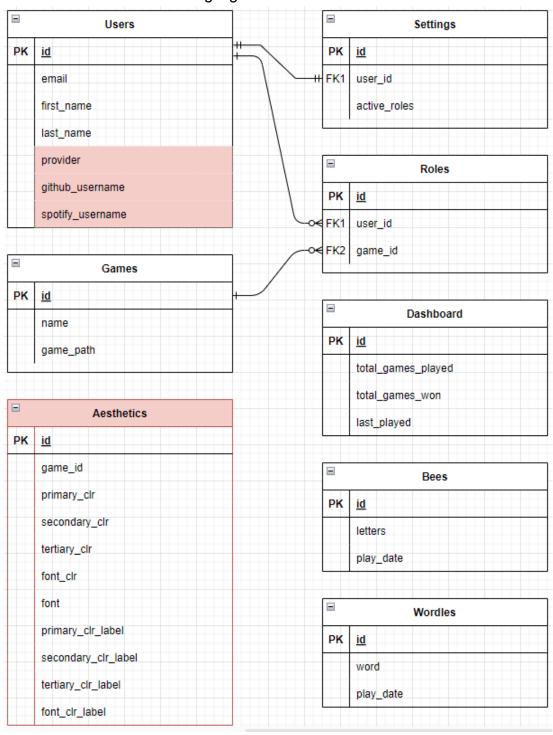
Controller Design:



Database Organization:

As discussed previously, support for multiple SSO providers was something not included in the original plan. For this reason, the table fields related to that feature are highlighted in red below.

Additionally, at the beginning of the sprint we planned to store aesthetic information in the same table as the rest of the game information. However, in order to keep the game tables focused on gameplay-centric elements only, the team decided during the sprint to create a separate 'aesthetics' table to store styling information for games. This is reflected in the fact that it too is highlighted in red below.

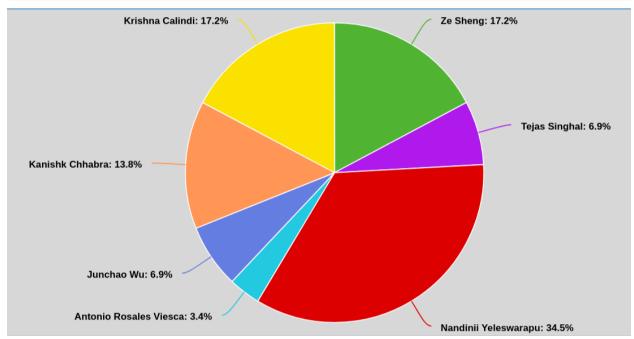


Contributions and Sprint Burndown

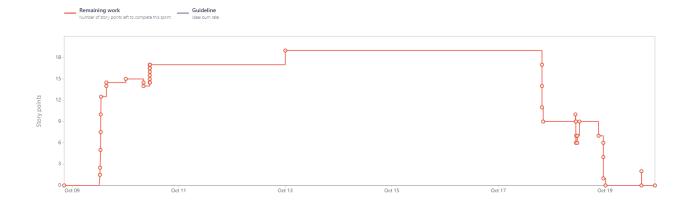
Team Contribution breakdown towards Sprint 1 goals:

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

Key ÷	Summary:	Issue type:	Epic ÷	Status :	Assignee :	Story points
SCRUM-24	Extend User MVC for role management	Story		DONE	S	2
SCRUM-26	Create a Model+Controller for Wordle	■ Story		DONE	N	3
SCRUM-27	Create a View for Wordle	■ Story		DONE	K	3
SCRUM-29	Create a Model+Controller for Spelling Bee	■ Story		DONE	Z	3
SCRUM-30	Create a View + Aesthetician Config for Spelling Bee	■ Story		DONE	K	3
SCRUM-31	Refine Google Oauth Login	✓ Task		DONE	Z	1
SCRUM-32	Fix User cannot login more than once	✓ Task		DONE	Z	1
SCRUM-33	The contrast default value on the Settings Modal is incorrect	■ Bug		DONE	N	1
SCRUM-34	Fix database migations	■ Bug		DONE	N	1
SCRUM-35	Add additional authentication providers	■ Story		DONE	K	2
SCRUM-36	Create user config MVC	■ Story		DONE	A	1
SCRUM-38	Setup Cucumber scenarios for testing	✓ Task		DONE	JW	2
SCRUM-40	Fix Prod Database so all developers are sys admins + Prof. Ritchey is added back as an	✓ Task		DONE	N	1
SCRUM-42	Fix relative path to all_nav_pages partial	Bug		DONE	N	1
SCRUM-43	Play Wordle path is navigating to puzzle setter actions	✓ Task		DONE	N	1
SCRUM-44	Hint for definition on Wordle game shouldn't be displayed if the API couldn't find the	Bug		DONE	K	1
SCRUM-45	Create Puzzle Aesthetician configs and views for Wordle game	■ Story		DONE	N	2
SCRUM-47	Fix role management system	■ Bug		DONE	K	2



Story Point Burndown Chart:



Evaluation of Code and Test Quality:

Run details and Coverage Report files can be located at https://github.com/tamu-edu-students/csce600-arcade/actions/runs/11464286561

RSpec Tests: 126 examples

Cucumber Tests: 13 scenarios, 102 steps

SimpleCov coverage: 92.65%

All Files (92.65% covered at 26.01 hits/line)

32 files in total.

544 relevant lines, 504 lines covered and 40 lines missed. (92.65%)

File	% covered ▲	Lines	Relevant Lines (Lines covered	Lines missed (Avg. Hits / Line (
Q app/controllers/wordles_controller.rb	59.65 %	106	57	34	23	0.68
Q app/controllers/bees_controller.rb	84.81 %	128	79	67	12	1.81
Q app/helpers/wordles_helper.rb	93.55 %	109	62	58	4	213.85
Q app/controllers/aesthetics_controller.rb	95.45 %	43	22	21	1	1.41
Q app/channels/application_cable/channel.rb	100.00 %	4	2	2	0	1.00
Q app/channels/application_cable/connection.rb	100.00 %	4	2	2	0	1.00
Q app/controllers/application_controller.rb	100.00 %	32	10	10	0	11.10
Q app/controllers/dashboard_controller.rb	100.00 %	36	12	12	0	1.67
Q app/controllers/games_controller.rb	100.00 %	27	14	14	0	1.36
Q app/controllers/roles_controller.rb	100.00 %	34	21	21	0	1.62
Q app/controllers/sessions_controller.rb	100.00 %	120	72	72	0	1.78
Q app/controllers/settings_controller.rb	100.00 %	12	8	8	0	2.13
Q app/controllers/users_controller.rb	100.00 %	46	27	27	0	1.37
Q app/controllers/welcome_controller.rb	100.00 %	18	11	11	0	1.27
Q app/helpers/aesthetics_helper.rb	100.00 %	2	1	1	0	1.00
Q app/helpers/application_helper.rb	100.00 %	2	1	1	0	1.00
Q app/helpers/games_helper.rb	100.00 %	2	1	1	0	1.00
Q app/helpers/roles_helper.rb	100.00 %	2	1	1	0	1.00
Q app/jobs/application_job.rb	100.00 %	7	1	1	0	1.00
Q app/mailers/application_mailer.rb	100.00 %	4	3	3	0	1.00
Q app/models/aesthetic.rb	100.00 %	9	7	7	Ō	1.00
Q app/models/application_record.rb	100.00 %	3	2	2	0	1.00

Code Climate Report:

https://codeclimate.com/github/tamu-edu-students/csce600-arcade

mu odu	ctudente/ec	co600 arcada		
nu-eau-	-students/cs	ce600-arcade o		ਪੰ Star
iew Progress	Issues Code Filte	ers Trends	Last 🎉	prod build 3 days ago C Refresh
eakdown		Codebase s	ummary	
		MAINTAINABILITY	TEST COVERAGE	
6 FILES	5	A 3 hrs	*	
TAINABILITY				
		Repository stats		
COVERAGE		CODE SMELLS	DUPLICATION	OTHER ISSUES
001211202		5	0	0
Method	d spellingbee ha	as a Cognitive Complexity	of 10 (exceeds 5	
allowed	d). Consider refact	oring. OPEN		
20	def spellingbee			
21		"U", "O", "D", "G", "N", "I"]	
22	@sbcenter = "F"			
23	@sbscore = sess	ion[:sbscore] 0		
24	@sbwords = sess	ion[:sbwords] []		
Method	d valid_word? ha	as a Cognitive Complexity	of 9 (exceeds 5	
Method	d valid_word? had). Consider refact	as a Cognitive Complexity	of 9 (exceeds 5	
Method	d valid_word? he d). Consider refact def valid_word?(w	as a Cognitive Complexity oring. OPEN	of 9 (exceeds 5	
Method allowed	d valid_word? he d). Consider refact def valid_word?(w # 1. word must word_chars = wo	as a Cognitive Complexity oring. OPEN ord, letters, center) include the center letter ord.upcase.chars	of 9 (exceeds 5	
Method allowed 49 50 51 52	d valid_word? he d). Consider refact def valid_word?(w # 1. word must word_chars = wo unless word_cha	as a Cognitive Complexity oring. OPEN ord, letters, center) include the center letter ord.upcase.chars ors.include?(center)		
Method allowed 49 50 51 52 53	d valid_word? had). Consider refact def valid_word?(w # 1. word must word_chars = wo unless word_cha @error_messag	as a Cognitive Complexity oring. OPEN ord, letters, center) include the center letter ord.upcase.chars	e center letter '#{cent	ter}'."
Method allowed 49 50 51 52 53	d valid_word? had). Consider refact def valid_word?(w # 1. word must word_chars = wo unless word_cha @error_messag und in app/controllers/gan d make_guess had	as a Cognitive Complexity oring. OPEN ord, letters, center) include the center letter ord.upcase.chars ors.include?(center) te = "The word must include the	e center letter '#{cent fix	
Method allowed 49 50 51 52 53 •••• Fou Method Consid	d valid_word? he d). Consider refact def valid_word?(w # 1. word must word_chars = wo unless word_cha @error_messag and in app/controllers/gan d make_guess has er refactoring.	as a Cognitive Complexity oring. OPEN ord, letters, center) include the center letter ord.upcase.chars ors.include?(center) te = "The word must include the nea_controller.rb - About 65 mins to as a Cognitive Complexity of	e center letter '#{cent fix	
Method allowed 49 50 51 52 53 Wethod Consid	d valid_word? had be valid_word? when the valid_word? when the valid_word must word_chars = wounless word_char exercises word_char exercises word_chars word_char exercises word_char exercises word_char exercises word_char exercises word_chars word_chars = word_chars word_cha	as a Cognitive Complexity oring. OPEN ord, letters, center) include the center letter ord.upcase.chars ord.	e center letter '#{cent fix	
Method allowed 49 50 51 52 53 Wethod Consid	d valid_word? had be valid_word? when the valid_word? when the valid_word. when the valid_word_chars = woulless word_chars word_chars word_chars word_chars word_chars. The valid word_chars word_chars word_chars. The valid word_chars word_chars word_chars word_chars. The valid word_chars word_chars. The valid word_chars word_chars word_chars. The valid word_chars word_chars word_chars word_chars. The valid word_chars word_chars word_chars word_chars word_chars. The valid word_chars word_chars word_chars word_chars word_chars. The valid word_chars word_chars word_chars word_chars word_chars word_chars. The valid word_chars word_chars word_chars word_chars word_chars word_chars word_chars word_chars. The valid word_chars word_chars word_chars word_chars word_chars word_chars word_chars word_chars. The valid word_chars word_chars word_chars word_chars word_chars word_chars word_chars word_chars. The valid word_chars word_chars word_chars word_chars word_chars word_chars. The valid word_chars word_chars word_chars word_chars word_chars. The valid word_chars word_chars word_chars word_chars word_chars. The valid word_chars word_chars word_chars word_chars word_chars word_chars. The valid word_chars word_chars word_chars word_chars word_chars word_chars word_chars. The valid word_chars word_char	as a Cognitive Complexity oring. OPEN ord, letters, center) include the center letter ord.upcase.chars ord.upcase.chars irs.include?(center) te = "The word must include the nes_controller.rb - About 66 mins to s a Cognitive Complexity of pen given_word) lle_attempts] = 0 lle_alphabet_used] = []	e center letter '#{cent fix	
Method allowed 49 50 51 52 53 Wethod Consid	d valid_word? had be valid_word? when the valid_word? when the valid_word. when the valid_word_chars = wounless word_chars word_chars word_chars word_chars word_chars word_chars word_chars word_chars word_chars. when the valid word_chars word_chars word_chars. when the valid word_chars word_chars. when the valid word_chars word_chars word_chars word_chars word_chars. word_chars word_chars word_chars word_chars word_chars word_chars. when the valid word_chars word_chars word_chars word_chars word_chars. When the valid word_chars word_chars word_chars word_chars word_chars word_chars word_chars word_chars. When the valid word_chars	as a Cognitive Complexity oring. OPEN ord, letters, center) include the center letter ord.upcase.chars irs.include?(center) ite = "The word must include the nes_controller.rb - About 66 mins to s a Cognitive Complexity of given_word) lle_attempts] = 0 lle_alphabet_used] = [] lle_words_guessed] = []	e center letter '#{cent fix	
Method allowed 49 50 51 52 53 •••• Fou Method Consid	d valid_word? had be valid_word? when the valid_word? when the valid_word. when the valid_word_chars = wounless word_chars word_chars word_chars word_chars word_chars. When the valid word_chars word_chars. When the valid word_chars word_wassion[word_session[word_session[word_session[squession]]	as a Cognitive Complexity oring. OPEN ord, letters, center) include the center letter ord.upcase.chars irs.include?(center) ite = "The word must include the nes_controller.rb - About 66 mins to s a Cognitive Complexity of given_word) lle_attempts] = 0 lle_alphabet_used] = [] lle_words_guessed] = []	e center letter '#{cent fix	
Method allowed 49 50 51 52 53 •••• Fou Method Consid 7 8 9 10 11	d valid_word? had be valid_word? (was to consider refact def valid_word? (was to consider valid_word? (was to consider valid_word_chars = woo unless word_chars = woo unless word_chars = woo unless word_chars = wor	as a Cognitive Complexity oring. OPEN ord, letters, center) include the center letter ord.upcase.chars ors.include?(center) te = "The word must include the nea_controller.rb - About 55 mins to s a Cognitive Complexity of pren given_word) tle_attempts] = 0 tle_alphabet_used] = [] tle_words_guessed] = [] tises] = []	e center letter '#{cent fix of 8 (exceeds 5 allo)	
Method allowed 49 50 51 52 53 •••• Fou Method Consid 7 8 9 10 11	d valid_word? he d). Consider refact def valid_word?(w # 1. word must word_chars = wo unless word_cha @error_messag and in epp/controllers/gen d make_guess has er refactoring. def make_guess(session[:word session[:word] session[:word] coo many return	as a Cognitive Complexity foring. OPEN ford, letters, center) include the center letter ord.upcase.chars ors.include?(center) the = "The word must include the nes_controller.rb - About 55 mins to the s a Cognitive Complexity of given_word) tle_attempts] = 0 tle_attempts] = 0 tle_attempts] = [] tle_words_guessed] = [] tle_words_guessed] = [] tle_words_guessed] = [] tle_words_guessed] = []	e center letter '#{cent fix of 8 (exceeds 5 allow thod.	
Method allowed 49 50 51 52 53 Fou Method Consid 7 8 9 10 11 Fou Avoid t	d valid_word? he d). Consider refact def valid_word?(w # 1. word must word_chars = wo unless word_cha @error_messag and in epp/controllers/gan d make_guess has er refactoring. def make_guess(session[:word session[:word session[:word session[:word session[:word session[:gues and in epp/helpers/wordle	as a Cognitive Complexity oring. OPEN ord, letters, center) include the center letter ord.upcase.chars ors.include?(center) the "The word must include the nes_controller.rb - About 55 mins to as a Cognitive Complexity of the actempts = 0 the alphabet_used = [] the_words_guessed = [] the_words_guessed = [] the_helper.rb - About 45 mins to fix statements within this met	e center letter '#{cent fix of 8 (exceeds 5 allow thod.	
Method allowed 49 50 51 52 53 •••• Fou Method Consid 7 8 9 10 11 •••• Fou	d valid_word? had be valid_word? (with the property of the valid_word? (with the valid_word.) (word.) (word	as a Cognitive Complexity oring. OPEN ord, letters, center) include the center letter ord.upcase.chars ors.include?(center) the = "The word must include the nes_controller.rb - About 55 mins to s a Cognitive Complexity of the statempts of the s	e center letter '#{cent fix of 8 (exceeds 5 allow whod. OPEN	

Rubocop report:

Relevant Links:

Github
Heroku Deployed App
Product Management Page