Sprint 2 Retrospective

Scrum Master: Antonio Rosales Viesca
Product Owner: Junchao Wu

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

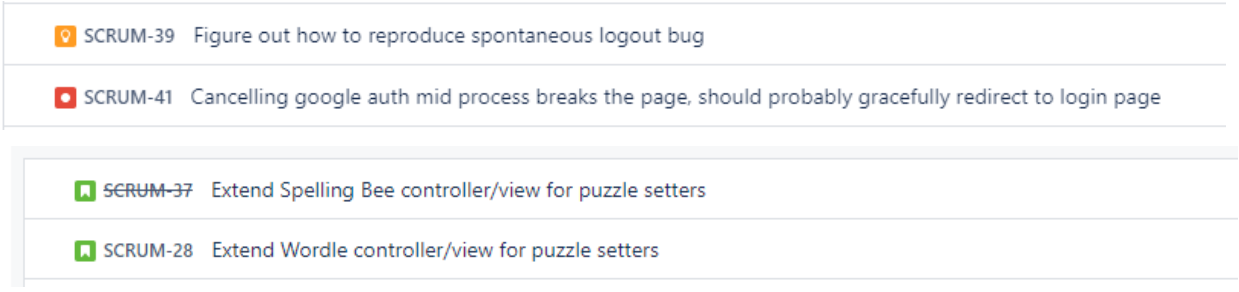
Sprint Dates: October 4th, 2024 - October 18th, 2024

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:

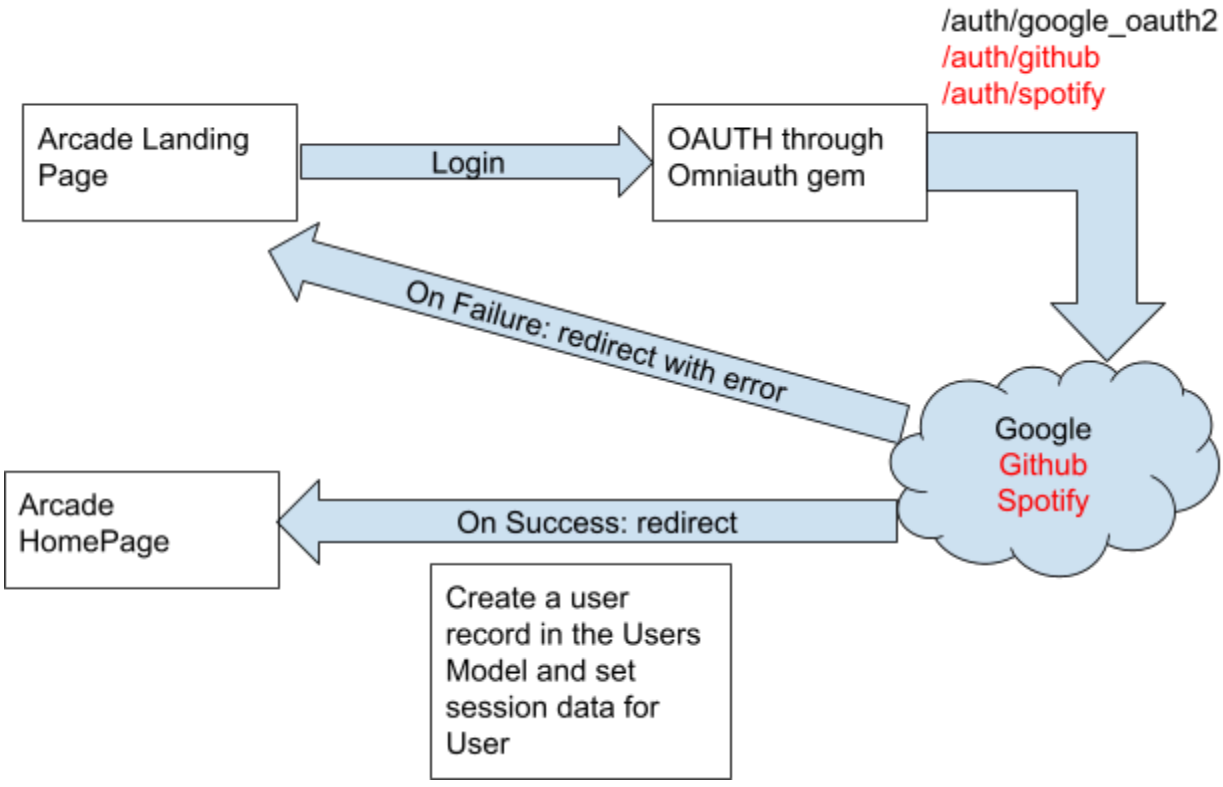
- SCRUM-41: The bug had a relatively small impact compared to others which we chose to prioritize during the sprint.
- SCRUM-37 and SCRUM-28: Allowing users with a 'Puzzle Setter' role to. These tickets were drafted before the start of the sprint but were not submitted as part

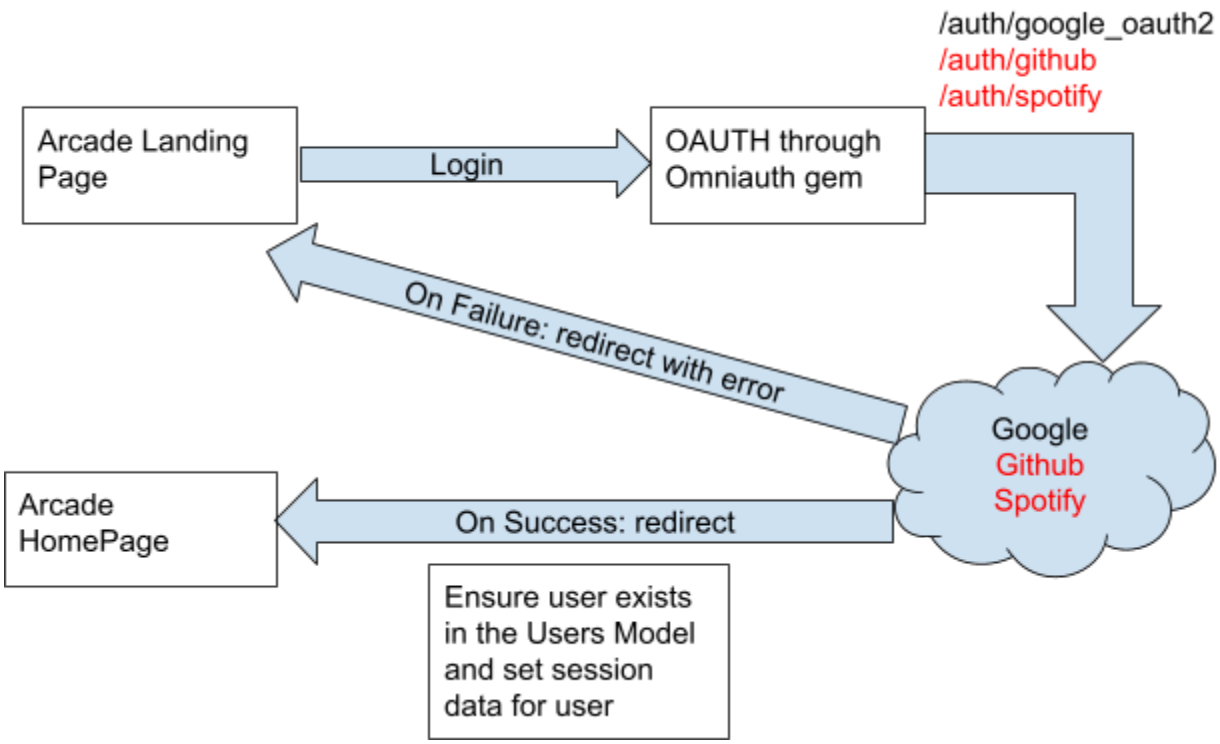
of the finalized sprint plan. This is because the team agreed they would need a game to be well-implemented first before developing its interactions with the ‘Puzzle Setter’ role.

Design Diagrams:

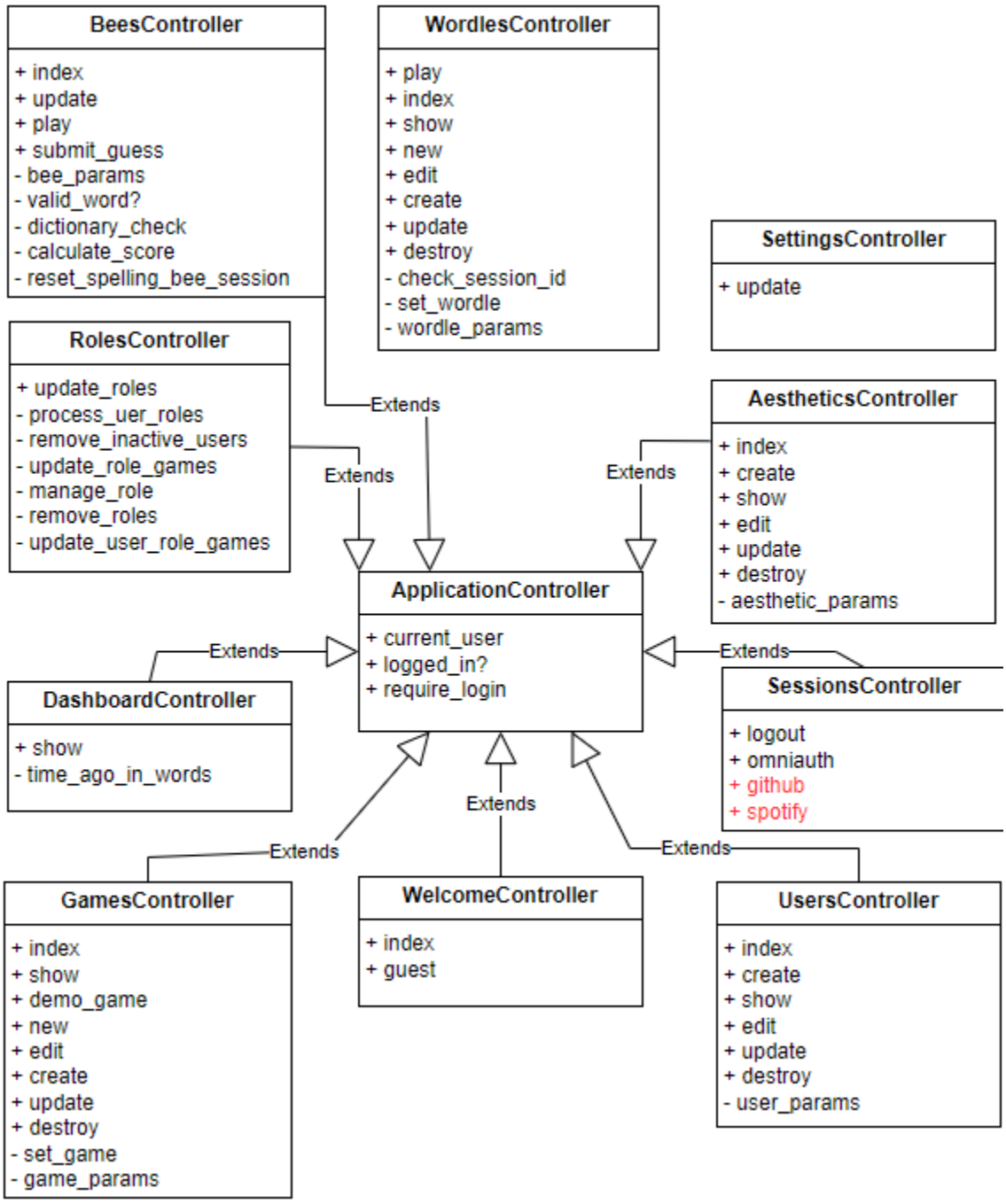
Before beginning the sprint, the team did not consider expanding the number authentication options as a priority. For this reason, it was not included in the original sprint plans. However, due to having some extra manpower towards the end of the sprint, we were able to develop this feature earlier than 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:




/auth/google_oauth2
/auth/github
/auth/spotify
Arcade Landing Page
Login
OAUTH through Omniauth gem
On Failure: redirect with error
Google
Github
Spotify
Arcade HomePage
On Success: redirect
Ensure user exists in the Users Model and set session data for user

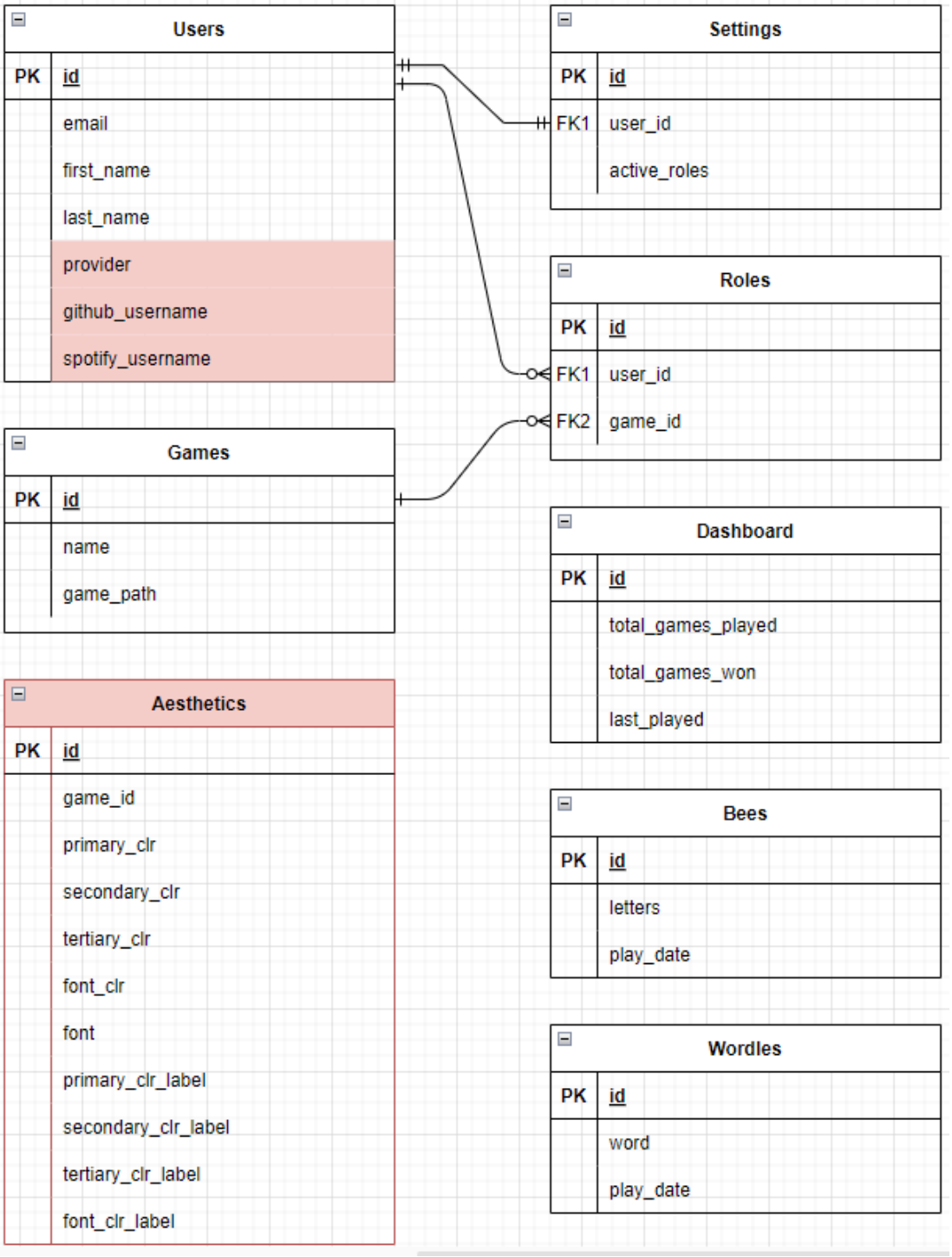
Controller Design:



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.

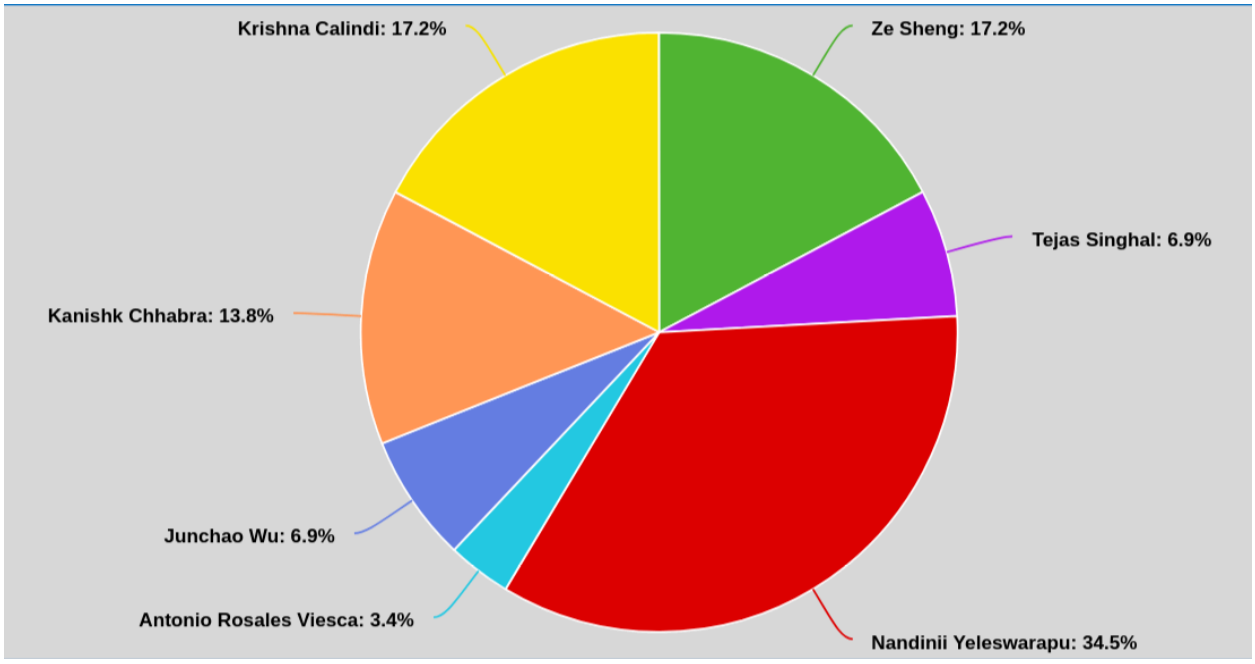


Contributions and Sprint Burndown

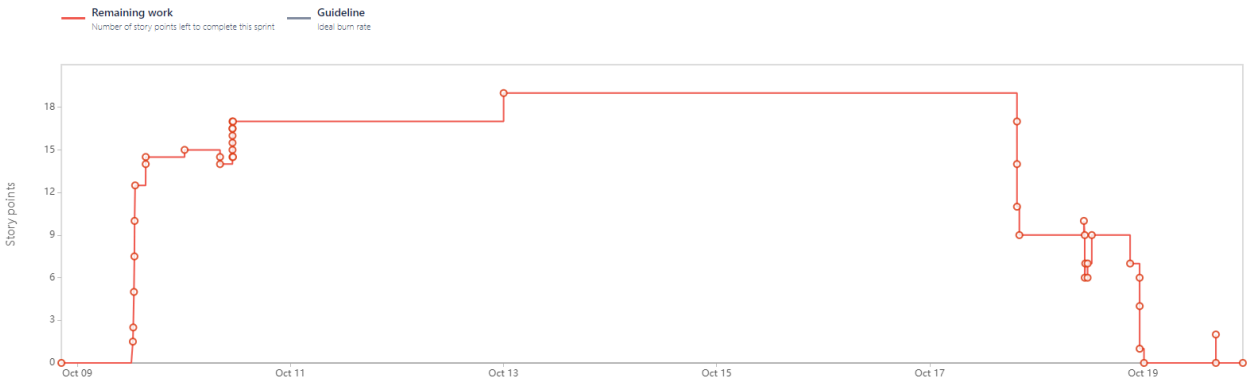
Team Contribution breakdown towards Sprint 1 goals:

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

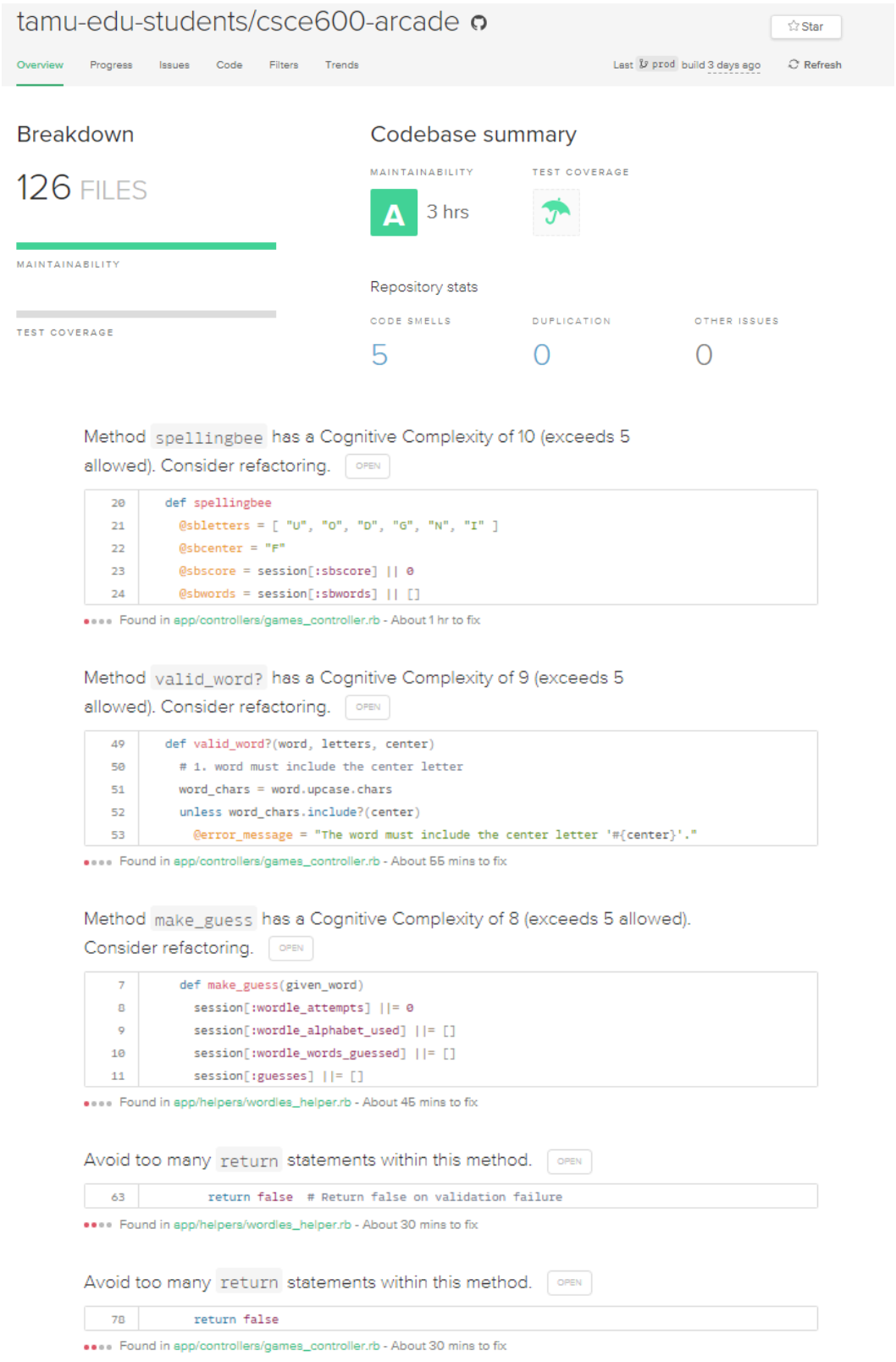
RSpec Tests: 126 examples
Cucumber Tests: 13 scenarios, 102 steps
SimpleCov coverage: 92.65%

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

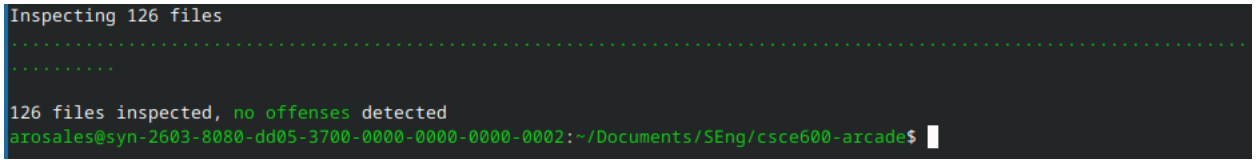
32 files in total.
544 relevant lines, **504** lines covered and **40** lines missed. (92.65%)

File	% covered	Lines	Relevant Lines	Lines covered	Lines missed	Avg. Hits / Line
app/controllers/wordles_controller.rb	59.65 %	106	57	34	23	0.68
app/controllers/bees_controller.rb	84.81 %	128	79	67	12	1.81
app/helpers/wordles_helper.rb	93.55 %	109	62	58	4	213.85
app/controllers/aesthetics_controller.rb	95.45 %	43	22	21	1	1.41
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 %	32	10	10	0	11.10
app/controllers/dashboard_controller.rb	100.00 %	36	12	12	0	1.67
app/controllers/games_controller.rb	100.00 %	27	14	14	0	1.36
app/controllers/roles_controller.rb	100.00 %	34	21	21	0	1.62
app/controllers/sessions_controller.rb	100.00 %	120	72	72	0	1.78
app/controllers/settings_controller.rb	100.00 %	12	8	8	0	2.13
app/controllers/users_controller.rb	100.00 %	46	27	27	0	1.37
app/controllers/welcome_controller.rb	100.00 %	18	11	11	0	1.27
app/helpers/aesthetics_helper.rb	100.00 %	2	1	1	0	1.00
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/helpers/roles_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/aesthetic.rb	100.00 %	9	7	7	0	1.00
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



Rubocop report:



Relevant Links:

Github
Heroku Deployed App
Product Management Page