

## **Sprint 3 Retrospective**

**Scrum Master:** Kanishk Chhabra

**Product Owner:** Krishna Calindi

**Client:** Dr. Ritchey

**Client Meetings:** Every Thursday; 4 PM - 5 PM; [zoom](#)

**Client MVP Meeting:** Wednesday, 31st October 2024 (4:00 PM - 5:00 PM)

### **Client Meeting Summary:**

The professor meeting on 10/31 highlighted areas for enhancing user experience and functionality, particularly in Spelling Bee score visibility, streamlined role displays, and aesthetic improvements for 2048. Key actions included role-based color indicators, searchable and sortable roles, and a Wordle keyboard toggle. Additional feedback covered research into browser-specific issues with settings updates, along with the ability to file and resolve bug tickets.

- Display points in Spelling Bee setter
- Streamline role display with hover details, searchable and sortable
- 2048 aesthetic gradient, Wordle keyboard toggle
- Color indication on settings for inactive roles
- Research browser issues for settings updates

### **Updates from Sprint Plan:**

New Feature:

#### **Feature: 2048 Game**

As a user

So that I can play 2048

I want to be able to navigate to the 2048 page and play the game

#### **Feature: 2048 Game UI and Aesthetics**

As a puzzle aesthetician

So that I can customize 2048

I want to navigate to and change the styling of the 2048 page

- Added 1 Extra Game: 2048
- UI and Aesthetics updates
- User and Roles Improvement

**Sprint Dates:** October 18th, 2024 - November 1st, 2024

**Sprint goal:** Spelling Bee, Wordle, 2048 and Letter Boxed should be playable by any user. It should also be possible to customize their aesthetics through the Puzzle Aesthetician role with overall improved user experience.

#### Sprint Achievements:

1. Successful implementation of 2048
2. Successful implementation of Letter Boxed
3. Created pages where a 'Puzzle Aesthetician' can customize the aesthetics of Wordle, 2048 and Spelling Bee respectively.
4. Enhanced Role management with better user experience
5. Integrate Wordle and Spelling Bee to the dashboard and make it interactive

#### Sprint Backlog Items and Status:

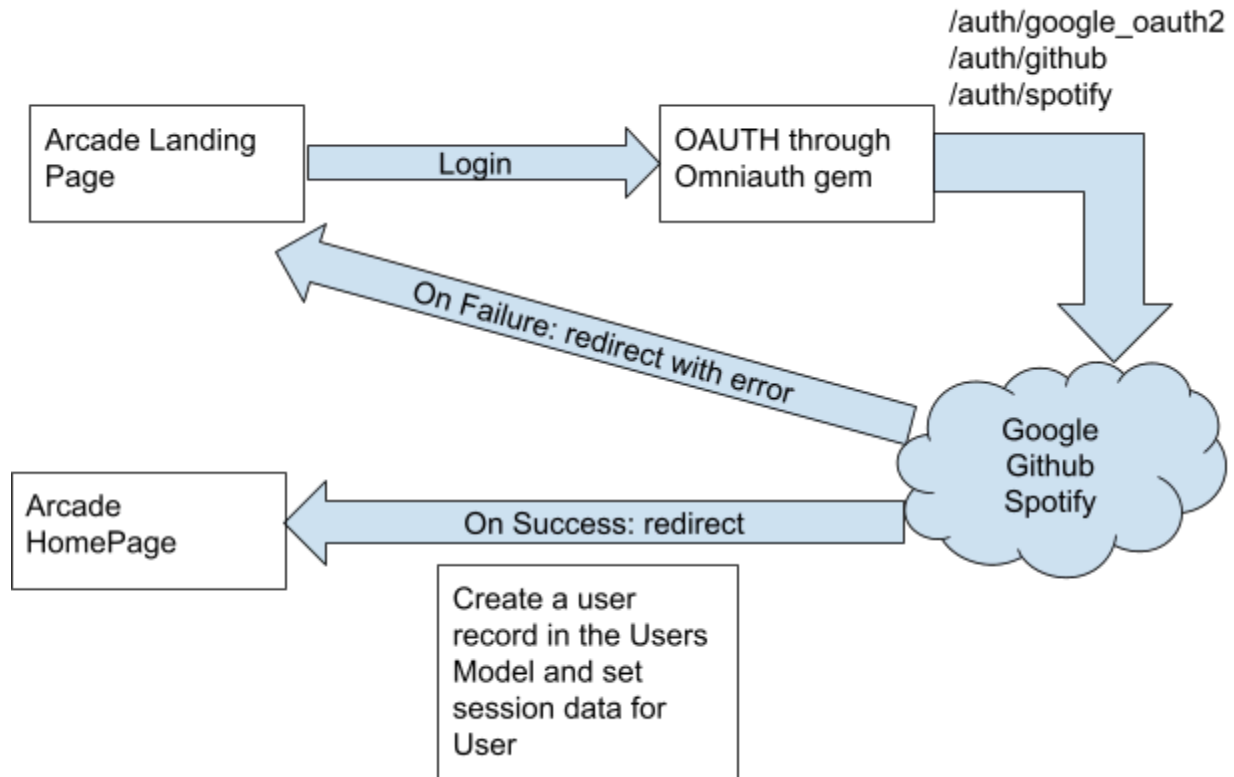
By the end of the Sprint, we had the following tickets in the backlog.

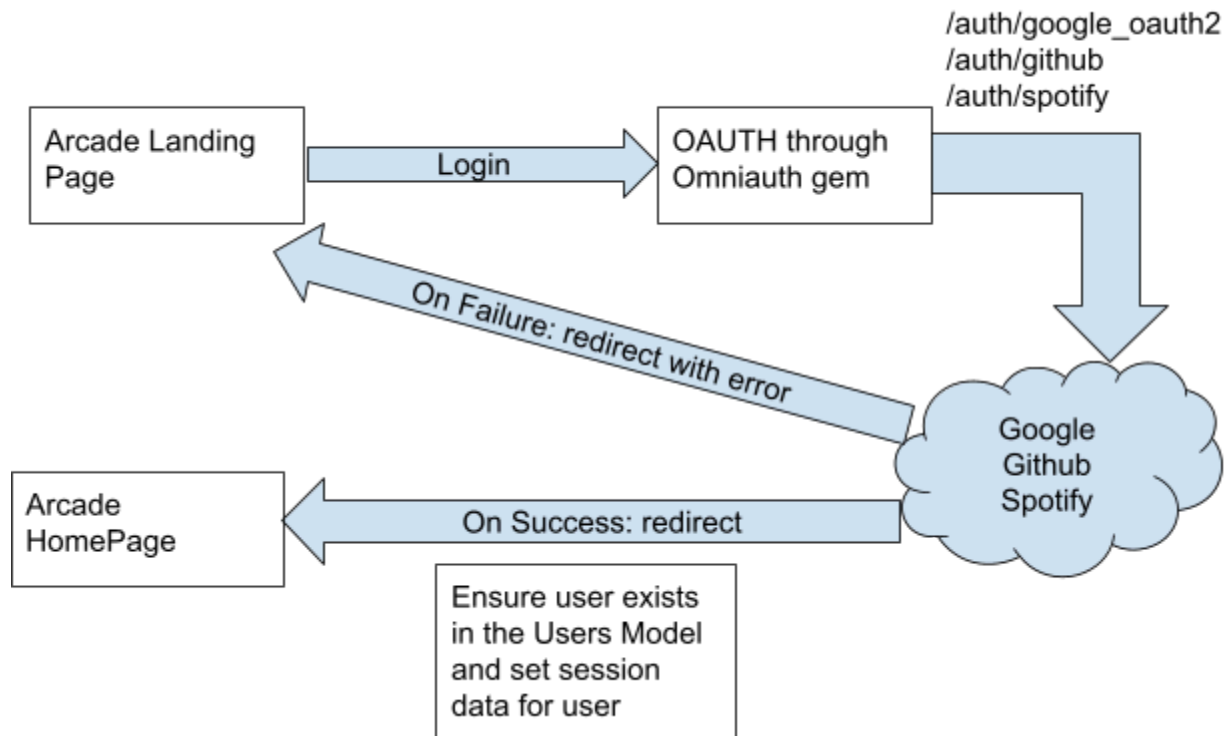
Backlog (7 issues)		6	3	0	Create sprint
SCRUM-39	Figure out how to reproduce spontaneous logout bug	TO DO	-		
SCRUM-41	Cancelling google auth mid process breaks the page, should probably gracefully redirect t...	TO DO	-		
SCRUM-54	Integrate Letter Boxed and 2048 games with Dashboard	TO DO	3		
SCRUM-64	Improve overall UI of games and the application.	TESTING	3	K	
SCRUM-66	roles need to be searchable and sortable on the all users page	TO DO	1		
SCRUM-67	Show score and total points on spelling bee setter page	TO DO	1		
SCRUM-69	remove "logged in as " on every page	TO DO	1		

There were few reported bugs by the client and the team which was pushed to Sprint-4.

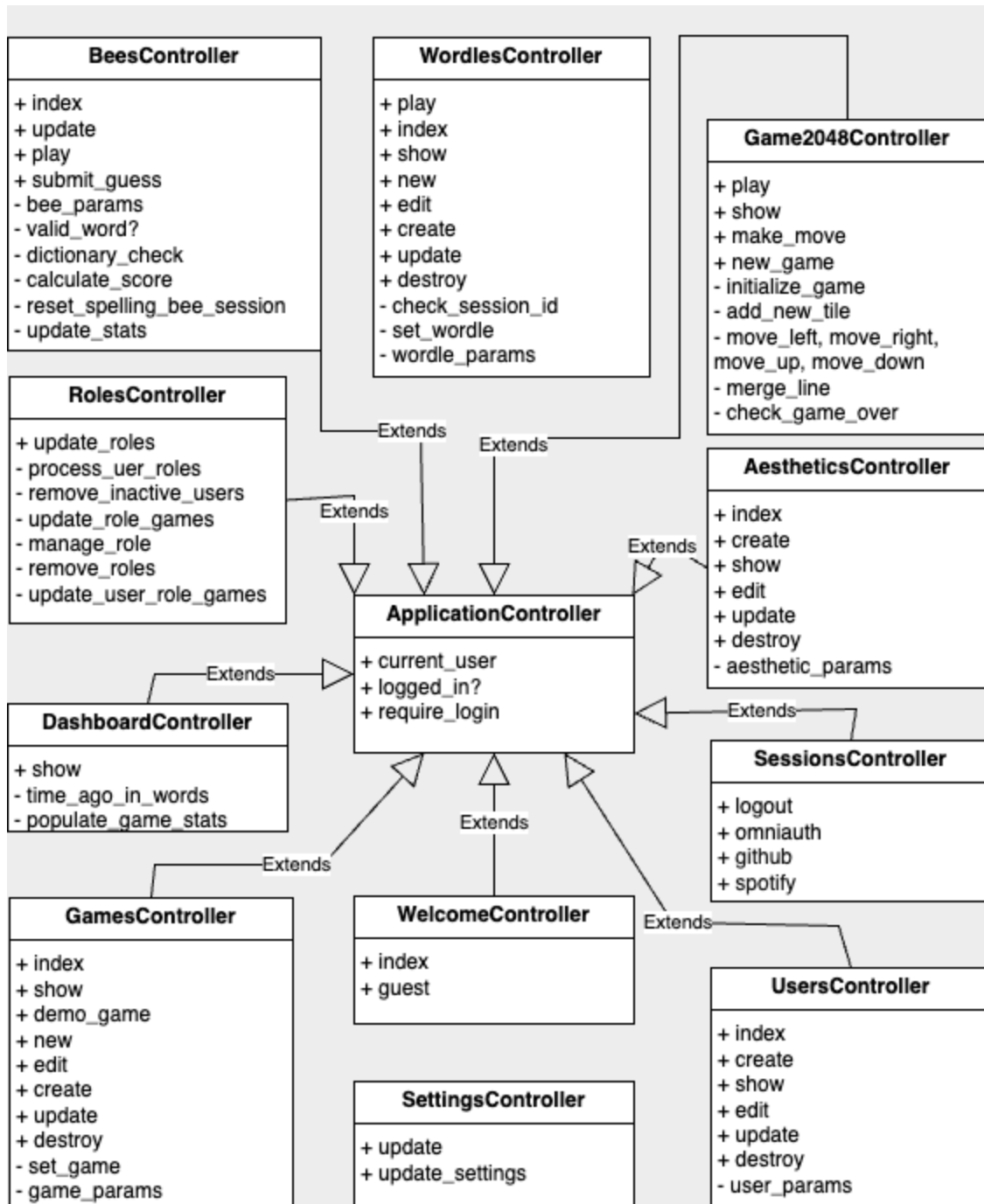
## Design Diagrams (Sprint-3):

### High Level OAUTH flow for creating an account and login:





**Controller Design:**



**Database Organization:**

wordle_valid_solutions	
id	integer pk
word	string
created_at	datetime
updated_at	datetime

wordles	
id	integer pk
play_date	date
word	string
created_at	datetime
updated_at	datetime

bees	
id	integer pk
letters	string
play_date	date
created_at	datetime
updated_at	datetime

wordle_valid_guesses	
id	integer pk
word	string
created_at	datetime
updated_at	datetime

aesthetics	
id	integer pk
font	string
colors	json
labels	json
created_at	datetime
updated_at	datetime
game_id	integer

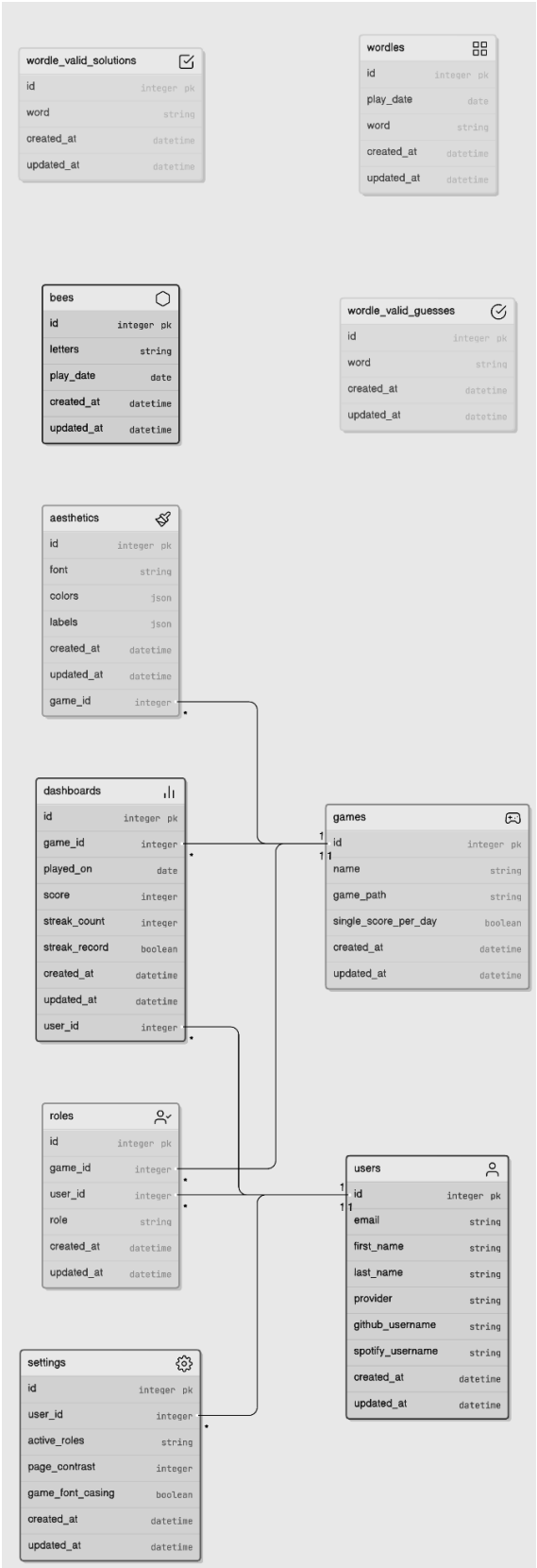
dashboards	
id	integer pk
game_id	integer
played_on	date
score	integer
streak_count	integer
streak_record	boolean
created_at	datetime
updated_at	datetime
user_id	integer

games	
id	integer pk
name	string
game_path	string
single_score_per_day	boolean
created_at	datetime
updated_at	datetime

roles	
id	integer pk
game_id	integer
user_id	integer
role	string
created_at	datetime
updated_at	datetime

users	
id	integer pk
email	string
first_name	string
last_name	string
provider	string
github_username	string
spotify_username	string
created_at	datetime
updated_at	datetime

settings	
id	integer pk
user_id	integer
active_roles	string
page_contrast	integer
game_font_casing	boolean
created_at	datetime
updated_at	datetime



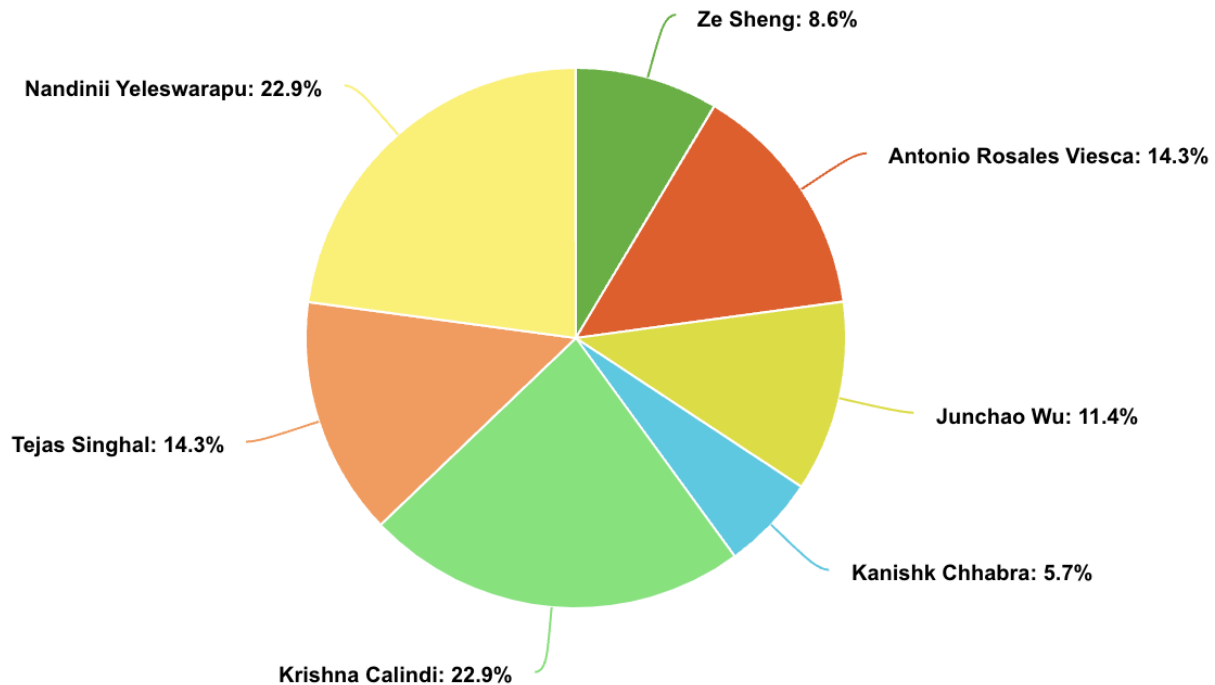
# Contributions and Sprint Burndown

## Team Contribution breakdown towards Sprint 3 goals:

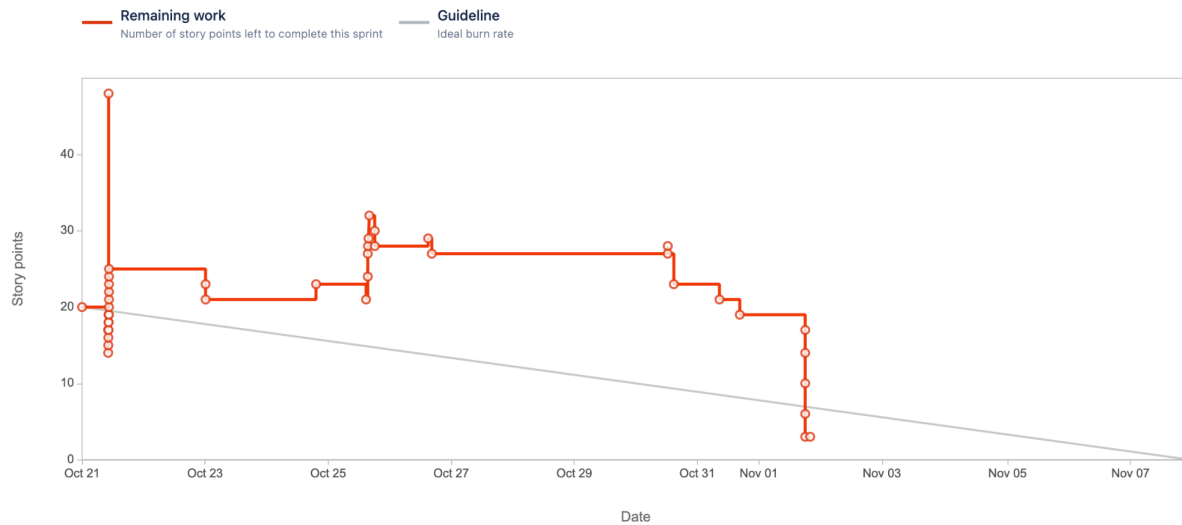
For this sprint, we used 1 story point to signify ~4 hrs day's worth of work.

Key	Summary	Issue type	Epic	Status	Assignee	Story points
SCRUM-28	Extend Wordle controller/view for puzzle setters	Story		DONE	N	2
SCRUM-48	Letter Boxed Model + Controller + Setter	Story		DONE	Z	4
SCRUM-49	Letter Boxed View + Aesthetician	Story		DONE	A	3
SCRUM-50	2048 Model + Controller + Setter	Story		DONE	JW	4
SCRUM-51	2048 View + Aesthetician	Story		DONE	S	3
SCRUM-52	Cucumber tests for Sprint 3	Task		DONE	K	2
SCRUM-53	Integrate wordle and spelling bee games with Dashboard	Story		DONE	N	4
SCRUM-55	Puzzle Aesthetician improvements	Bug		DONE	K	2
SCRUM-56	Wordle improvements	Bug		DONE	K	2
SCRUM-57	Settings Improvements	Bug		DONE	N	2
SCRUM-58	Roles Improvements	Bug		DONE	A	2
SCRUM-59	Spelling Bee Improvements	Bug		DONE	K	2
SCRUM-60	Users Improvements	Bug		DONE	S	2
SCRUM-63	General improvements	Bug		DONE	K	2
SCRUM-65	Puzzle Aesthetics for font on wordle doesn't apply to wordle tile board	Bug		DONE	N	1

## SPRINT-3 Breakdown:



## 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/11637592896>

**RSpec Tests:** 195 examples

**Cucumber Tests:** 19 scenarios, 181 steps

**SimpleCov coverage:** 90.95%

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All Files ( **90.95%** covered at **16.91** hits/line )

44 files in total.

961 relevant lines, **874** lines covered and **87** lines missed. ( **90.95%** )



File	% covered	Lines	Relevant Lines	Lines covered	Lines missed	Avg. Hits / Line
app/controllers/game_2048/aesthetics_controller.rb	61.11 %	35	18	11	7	0.61
app/models/letter_box.rb	71.43 %	12	7	5	2	0.71
app/controllers/game_2048_controller.rb	71.84 %	177	103	74	29	8.00
app/controllers/wordle_valid_guesses_controller.rb	75.00 %	127	64	48	16	1.36
app/controllers/wordle_valid_solutions_controller.rb	77.14 %	148	70	54	16	1.36
app/helpers/wordles_helper.rb	90.14 %	124	71	64	7	187.76
app/controllers/boxes_controller.rb	91.11 %	73	45	41	4	1.09
app/controllers/settings_controller.rb	95.65 %	40	23	22	1	2.09
app/services/words_service.rb	96.30 %	42	27	26	1	1.67
app/controllers/wordles_controller.rb	96.83 %	118	63	61	2	2.08
app/controllers/bees_controller.rb	97.14 %	118	70	68	2	2.00
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/aesthetics_controller.rb	100.00 %	41	20	20	0	1.80
app/controllers/application_controller.rb	100.00 %	32	10	10	0	27.90

Code Climate Report:  
<https://codeclimate.com/github/tamu-edu-students/csce600-arcade>

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build 19 hrs ago

Refresh

Breakdown

173 FILES

MAINTAINABILITY

TEST COVERAGE

Codebase summary

MAINTAINABILITY

A 1 hr

TEST COVERAGE

Repository stats

CODE SMELLS

2

DUPLICATION

0

OTHER ISSUES

0

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Showing 2 of 30 total issues

Clear all refinements

Method `update_settings` has a Cognitive Complexity of 7 (exceeds 5 allowed). Consider refactoring.

CONFIRMED



```
2  def update_settings
3    if session[:guest].present?
4      render json: { success: false }, status: 401
5      return
6    end
```

Found in `app/controllers/settings_controller.rb` - About 35 mins to fix

Avoid too many `return` statements within this method.

OPEN

```
61  return false # Return false on validation failure
```

Found in `app/helpers/wordles_helper.rb` - About 30 mins to fix

## Rubocop report:

```
(base) kanishkchhabra@kanishks-MacBook-Pro csce600-arcade % rubocop
Inspecting 162 files
.....
162 files inspected, no offenses detected
(base) kanishkchhabra@kanishks-MacBook-Pro csce600-arcade %
```

## Relevant Links:

[Github](#)

[Heroku Deployed App](#)

[Product Management Page](#)