| ***Extreme Programming Log*** | |
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| ***Date*** | ***Log*** |
| 04/06 - 04/10 | This iteration is going pretty well! We found out that we needed the GameServer to be running inorder to fetch a player's quests. This seemed kinda weird to us since the quest population junk runs without needing the server to be up but it looks like the state can only be fetched if it is running.  We added the ability for the user to fetch all open external objects and to also log out.  We still need to start geo. Honestly we don’t think it will be too hard but we just haven’t had time to work on it because of my shifts at work and the programming competition. Hopefully we can crank a lot of it out on monday.  I don’t think we’re going to make a lot of progress on the GameManager this iteration; however, we’ll have a lot of time to work on it next iteration so I'm not worried.  Overall, I think we are still doing really well and I think we are on track to finish the iteration for wednesday.  ***Teammate Understanding Summary***   * *Joel Gingrich*, *JunJie Pan, Morgan Williams-Burrell:* Overall, we’re all on the same page and ready to complete the iteration. |
| 04/04 | Overall, everything with this iteration is going really well so far. We managed to fix a but related to debug mode (apparently android makes localhost reference the VM not the host computer), but now everything works great!  Morgan and I worked together to get the FetchAllObjectivesDatasource complete so we are making some good progress.  ***Teammate Understanding Summary***   * *Joel Gingrich*, *JunJie Pan, Morgan Williams-Burrell:* We’re all on the same page making great progress this iteration. |
| 03/30 | This was our best iteration so far!!!  Our presentation went smoothly and the client seemed to be pleased with what we showed her.  It looks like we already know what we need to do for iteration 4 so we’re going to begin planning and work from there.   ***Teammate Understanding Summary***   * *Joel Gingrich*, *JunJie Pan, Morgan Williams-Burrell:* We’re all on the same page and eager to get to the next iteration. |
| 03/28 | We added the finishing touches to our iteration, which included linking the login view to the rest of the app and displaying snack bars when app status changes.  ***Teammate Understanding Summary***   * *Joel Gingrich*, *JunJie Pan, Morgan Williams-Burrell:* Overall they all are on the same page. |
| 03/23 | We added a view that allows users to scan a qr code. This data is then sent to the controller for use later on.  ***Teammate Understanding Summary***   * *Joel Gingrich*, *JunJie Pan, Morgan Williams-Burrell:* Overall they all are on the same page. |
| 03/22 | This was a pretty big day for the iteration.   The highlight of the night was that we finally got the app to a point where we can send a CompleteObjectiveRequest from an independent smartphone and cause a table to update on a university server. I think it was a big relief to see that all of our work paid off and it seemed to raise team morale since we weren’t too sure how everything was going to connect.  We also added a configuration package that runs when the app starts and assigns the correct remote based on our application run state (either debug/profile/release). This means we can just create one singleton service client and have it fetch the correct remote without our input.  ***Teammate Understanding Summary***   * *Joel Gingrich:* When it comes to the mobile app, Joel has been pretty isolated from the rest of the group. He’s been spending a lot of his time with the CompanionAppServer and I don’t want him to fall behind on the flutter/dart side. I’m going to talk to him during class and see if he wants to tag along with Jun and Morgan on the login repository set task so he gets the experience. * *JunJie Pan:* Jun has the best understanding of the repository pattern between him, Morgan, and Joel. He was able to follow along with how everything needed to link together and was able to make suggestions when we got stuck. Him and Morgan are going to do the login repository set so I’m confident that they can get it done. * *Morgan Williams-Burrell:* Morgan has a decent understanding of the repository pattern but he definitely needs more practice with it. He’s on the login repository with Jun so hopefully he’ll be able to get more experience. |
| 03/21 | Jun and I sat down and worked out how to use the repository pattern for our objective package. Overall, we ended up creating a datasource, repository, controller, and provider for all of the data that needed to be sent. We also sat down and created a network controller, network provider, service client, and a basic template for mapping runtime exceptions to data so the app doesn’t crash if something goes wrong.  All of this combined put us in a place where we could properly do unit testing for our objective data and begin implementing debug, test, and mock instances of everything.  ***Teammate Understanding Summary***   * *JunJie Pan:* Jun has the best understanding of the repository pattern between him, Morgan, and Joel. He was able to follow along with how everything needed to link together and was able to make suggestions when we got stuck. Him and Morgan are going to do the login repository set so I’m confident that they can get it done. * *Joel Gingrich:* Did not meet with Joel. * *Morgan Williams-Burrell:* Did not meet withMorgan. |
| 03/20 | We did more iteration planning and got our rough outline of tasks done.  ***Teammate Understanding Summary***   * *Joel Gingrich*, *JunJie Pan, Morgan Williams-Burrell:* Overall they all are on the same page, and ready to work on both the server and app side of the code. |
| 03/17 | We finished off the iteration and began to plan for iteration 3. Overall it was a nice ending to the iteration but I kind of feel like we didn’t get much done.  ***Teammate Understanding Summary***   * *Joel Gingrich*, *JunJie Pan, Morgan Williams-Burrell:* We’re all on the same page and ready to present. |
| 03/14 | We did some finishing touches to the iteration and began working on the presentation.  ***Teammate Understanding Summary***   * *Joel Gingrich*, *JunJie Pan, Morgan Williams-Burrell:* Overall we’re all on the same page and just working on the presentation. |
| Spring Break | I got my wisdom teeth out so a lot of spring break bled together and I’m having a hard time writing because of the medication but…   We spent some of our time checking on an issue with accessing command patterns outside of game shared. We were not able to figure out how to get it to work properly, so as it stands right now, we’re just hijacking the gateway to make sure it goes through.  Derek looked into following along with what intellij recommended but that required us to make all instances of command pattern protected which would have required all new patterns to be protected.  Overall we managed to verify that we can update the database through the mobile app so our proof of concept works!  I also was writing some sample code to just flex my dart muscles, and showing some of these concepts to the team. (I don’t plan to use this code because it was showing how certain concepts like @freezed and build\_runner could be used to autogen boilerplate).  I also watched the Star Trek episode “Doomsday Machine” and I noted how as Matt Decker kept making decisions for the team without polling them, he kept narrowing their choices and risking more and more of the ship. Overall, even if you have a plan of how something should be done, you should still poll the team to make sure everything is accounted for and you leave your options open.  ***Teammate Understanding Summary***   * *Joel Gingrich*, *JunJie Pan, Morgan Williams-Burrell:* Overall everyone seems to understand dart really well. They’ve been going out of their way to watch tutorial videos and seem to feel more comfortable with the language. |
| 02/03 | I had my meeting with Merlin and I need to watch the Star Trek episode “Doomsday Machine.”  ***Teammate Understanding Summary***   * *N/A****:*** Did not interact with the team. |
| 02/02 | We spent most of class trying to debug and issue with the client communicating to the server. It turns out that we needed to make the numbers on the client implement a superclass of `num` since that can be compiled to primitive types on other platforms. It was a strange issue but I guess it’s one of the quirks that come with Flutter.  ***Teammate Understanding Summary***   * *Joel Gingrich*, *JunJie Pan, Morgan Williams-Burrell:* We all were very confused as to why this exception was happening but once we slowed down to actually read the error and see what was causing it, I think it became a lot clearer to us what was happening. |
| 02/28 | We sorted out all of our tasks and began working on the app. Joel began to look into the server code and it looks like he managed to get the app to interact with the server, however right now it throws an error that can be fixed. This is awesome news because it means that our connection stuff on the client end might work, we just need to set up the restful api stuff on the server.  ***Teammate Understanding Summary***   * *Joel Gingrich*: Joel seems comfortable with flutter. He was working on the server and just seeing how it works, and managed to get the app to talk to it! * *JunJie Pan:* Jun seems to be understanding Flutter well. He wrote a button for our command and it looks great! It even had some commented lines showing where the command call should go. * *Morgan Williams-Burrell:* I think Morgan understands the core idea of flutter but he doesn’t seem to like the syntax for it. I think over time he’ll get used to it but right now it’s just one of the quirks in Flutter he’ll have to get used to. I’ll try to meet up with him to show him the use case for keywords like `required` and class definitions using `SomeClass({});` |
| 02/27 | I updated the wiki and began adding information for setting up the environment on a user’s system. Nothing major.  ***Teammate Understanding Summary***   * *N/A*: Did not interact with teammates. The information I’m adding was covered during our bootcamp on thursday. |
| 02/24 | Today we had our bootcamp at the library. I helped everyone get their development environment set up on their system, then we covered general information about what flutter is and how it works. Overall I think it went well. We were supposed to have another bootcamp meeting but it got canceled so we all decided to do a self study for Flutter. Everyone is building an app with some functionality. I’m looking forward to seeing what everyone makes.  ***Teammate Understanding Summary***   * *Joel Gingrich*: Joel seemed to understand the basics of Flutter really well. He said he had an idea of implementing a strobe light app, so I’m looking forward to seeing what he makes from the self study. * *Morgan Williams-Burrell***:** Morgan seemed excited to start developing but at first we had some issues with his Android emulator, but we got it fixed later on in the day. He seems okay with the idea of Flutter. * *JunJie Pan***:** Jun seemed to understand the basic parts of Flutter and seemed eager to begin self-study. |
| 02/23 | Today we turned in our iteration #1 and while it was a little rough at the end, I think we did an amazing job. The client seemed to enjoy what we got done. We began planning for iteration two and I moved from the swag team to the external objectives team. We’re planning on doing a mobile app that allows students to scan qr codes to complete objectives in game.  ***Teammate Understanding Summary***   * *Joel Gingrich, Morgan Williams-Burrell, JunJie Pan*: They have a good idea of what we need to do but none of them have mobile application experience so we are going to do a bootcamp over the weekend. |
| 02/22 | We spent most of today doing crunch time stuff like linking code together and fixing bugs that happened from our merges. We were up pretty late and there are a few bugs left but we think we are in a good place for the end of this iteration. I’m really proud of our team and what we got done.  ***Teammate Understanding Summary***   * *Chase Banyai:* Chase had a very good understanding of what needed to be done and he helped fix some of the errors we were getting. * *Daniel Holmgren:* Dan had a very good understanding of what needed to be done and he helped fix some of the errors we were getting. * *Eric Bieber:* Eric had a very good understanding of what needed to be done and he helped fix some of the errors we were getting. |
| 02/21 | We started to link everything together but some parts didn’t line up between the front and back end. So we spent most of class correcting that.  ***Teammate Understanding Summary***   * *Chase Banyai:* Chase seemed to understand everything and we worked on linking the front and back end. * *Daniel Holmgren:* Dan seemed very comfortable with everything and was able to help Ktyal finish his tasks while I helped the front end. * *Aaron Wertman, Jake Harrington:* Aaron and Jake seemed to understand what we were doing very well and were able to finish their tasks. * *Ktyal Plummer*: Ktyal understood everything well and was able to finish his tasks with Dan. |
| 02/18 | Today at 7 PM we had a team meeting about our progress during the iteration and what still needed to be completed. It looks like the only thing that is left is Aaron, Jake, and Kytal’s tasks, so when we get to class on monday we’ll try to help crank them out. Chase and I were keeping an eye on it to make sure stuff was moving and I talked with Aaron to see if he had any concerns related to the GetPlayerByVanityID stuff.  ***Teammate Understanding Summary***   * *Chase Banyai:* Chase seemed comfortable with what we talked about during the meeting. We talked a little afterwards about stuff that still needed to be done and he seemed confident. * *Daniel Holmgren:* Dan was confident with what he worked with, the only thing he was concerned about was that he forgot how to interact remotely with campus machines so I helped him. * *Aaron Wertman, Jake Harrington:* I don’t think Aaron or Jake were at the meeting. I’ll need to follow up with both of them. * *Ktyal Plummer*: Kytal seemed okay when he was at the meeting. He was mostly quiet, so I’ll have to follow up with him. |
| 02/16 | Today I met up with Chase before class and we worked on PlayerOwnsVanityForTest so I think the mock datasource for vanity items should be complete. It only took us about 30 minutes to get everything laid out and defined. We also fixed the check styles in both PlayerOwnsVanityForTest and VanityForTest. During class Kytal, Dan, and I worked on the Vanity table data gateway and got that finished. Overall I think we’re making great progress and the members of the team seem to be comfortable with what they are doing.  ***Teammate Understanding Summary***   * *Chase Banyai:* Chase understood what we were doing so getting the work done didn’t take long. * *Daniel Holmgren:* Dan understood what we were doing. At first he was kinda confused when it came to the gateway because ours doesn’t need to load the whole DB into memory, but after we got past that he was good to go. * *Aaron Wertman, Jake Harrington:* They both seemed comfortable with their tasks and they worked on them during class. However, we did not interact much during class. * *Ktyal Plummer*: Kytal was comfortable when he was helping Dan and I with the Vanity TDG so I think he should be good. |
| 02/15 | Today I got to meet with Chase and work on the VanityForTest enum with some of the test items they need. It only took about 30 minutes. I had to talk to Ryan Carroll to move the existing VanityEnum into GameShared but other than that the task went pretty smoothly.  ***Teammate Understanding Summary***   * *Chase Banyai:* Chase seemed to understand the enum very well. He helped me write the body implementation. * *Ryan Carroll:* I did not get to interact with Ryan much since it was just branch related but from our brief interaction he seemed to understand why I was asking him to move the enum. |
| 02/14 | Today we met and had to severely rework our iteration to integrate the vanity items into the player. Overall it wasn’t too bad but it took some time and I know we were very uncomfortable with it at first, but after digging through the code and walking through everything we needed to do, we all felt more comfortable. Chase and I started to work on a VanityType enum until we realized that they had already made it. So we ended up scrapping it. As far as branches are concerned I started following the format I used at Deloitte which was <what are we doing>\_<where are we doing it>\_<What file is it about>, so adding a class to GameShared called VanityForTest would be feature\_GameShared\_VanityForTest. Overall the more I work on this project the more comfortable I feel with it.  ***Teammate Understanding Summary***   * *Daniel Holmgren, Aaron Wertman, Jake Harrington, Ktyal Plummer*: At first they felt kinda rocky on how we were gonna implement the vanity items but as we restructured the project and added things like reports and consulted with the player sprite team I think it started to make more sense for them. By the end when we were all picking tasks they all seemed comfortable with the tasks they picked. * *Chase Banyai*: He understood what we were implementing because his team had already defined what testing items they wanted. |
| 02/13 | Finished on my exam. Later in the day I talked to Chase about approaches for the player sprite and how we could shrink the hat sizes so the file would be smaller, but then we would have varying offsets for each item. This was over dinner so I’m not sure how much of it would actually see the light of day, but I figured I should note it.  ***Teammate Understanding Summary***   * *Chase Banyai*: He understood what we were talking about and we formulated some approaches together. Overall, I think he has a great understanding of sprites. |
| 02/10 | We met to discuss the stories needed for this iteration, so far we think we have a good base for the testing and production variants of stuff but we still need to assign people. Hopefully we get the chance to do it soon, but I am stuck at work this weekend because of the superbowl. I also met with Merlin to discuss my upgrade content. We decided that I need to keep a log of how well my teammates are understanding what we’re talking about so I can make sure that everyone understands and is comfortable to work on the project.  ***Teammate Understanding Summary***   * *Daniel Holmgren*: Dan seemed to understand everything we talked about and discussed the enum with us. I think he understood what we talked about so I’m not concerned. * *Aaron Wertman*: I believe that Aaron understood what we we’re talking about. He assisted us with tasks but I think he was a little quiet so I might need to follow up and see how he’s feeling about it. * *Jake Harrington*: I did not get to interact with Jake since he was busy at the time, but Aaron said he would fill him in afterwards. I’ll have to meet with him before class to see if he has any questions or concerns about what we discussed. * *Ktyal Plummer*: I think kytal was comfortable with what we were discussing in class and in the call. He understood the database part and I think us going through the existing code from the RPG helped him. I’ll have to follow up to see. |
| 02/09 | We all met together to discuss the first steps for adding vanity objects to the game. I talked about a past implementation I did using an enum but it looks like an easier implementation would be to use the database as a source. Overall I think we were all on a good understanding of what needed to be done. I know *Ryan Carroll* has some questions about how images would be drawn on screen, and to be completely honest, I do too, so hopefully we’ll get the chance to look into it before the start of the iteration. |
| 02/08 | Josh, John, Tyler, Joel and I met up to work on the presentation and get it generalized before our meeting on Wednesday. |
| 02/07 | As a class we worked on the presentation and did a few dry runs before showing it to merlin. We learned that we should not focus as much on the nitty gritty and describe things in general terms rather than their actual technical names. We’re going to work on the presentation more tomorrow and hopefully we can get most of it generalized. |
| 02/02 | Joel and I began looking into the cheat codes portion of the project so we could explain it in the client presentation. We think all it adds right now is a buff but other than that there's not any major effects. (All of this is based off the one existing cheat code in the program.) The more we dig into the program the more comfortable I feel with it. I also found a bug but I can’t fix it yet, which is okay because I don’t know enough about the project overall to fix it without repercussions. Plus we haven’t consulted with the client yet about fixing it. |
| 01/31 | Joel and I finished the lab and started to help Chase, Eric, Jun, and Morgan with theirs. I think I understand how all of the observer stuff works now but I'm going to need some more time with it to be sure.  I took the time to talk out why I was making changes with joel so we were both on the same track. |
| 01/26 | I tried to get the FreshmanRPG working with the bundled JDK instead of the installed Ubuntu one but it didn’t work. I need to be more vocal about what I’m doing and slow down to explain what I’m doing going forward. Merlin talked to us during class about how we should better structure our communication and efforts related to the project. I think the idea of having public groups in discord is great because then we can still do everything.  Joel and I started writing tests and messages using the existing framework. I'm excited because we have all of our build stuff fixed now. |
| 01/25 | Worked on the freshman RPG with Chase and tried to get it working from the repo. We managed to get it working after we linked libGDX 1.10 but I kinda feel bad because I wasn't too vocal about how I did it. I need to not get into this crank it out vibe for programming and actually need to describe what I am doing. |
| 01/24 | Today we started setting up IntelliJ and getting our configurations set for each server. After some trial and error we got them set up but it looked like there was an issue with the GDX api which is stopping the whole class from working. We need to work on getting it all working and we need to solve this as a team, but I'm not quite sure where to start. I’ll start by doing some research and talking to our team in discord to see where we should focus our efforts and better distribute our skills. |
| 01/19 | Dr. Wellington explained the basics of the class then reviewed the project hierarchy with us. I am looking forward to working on the project but I am nervous since there are a lot of components. |