

OCTOBER 30, 2016



CMPE 202 - TEAM PROJECT -
WEEK #5

TEAM 8:
ILLUSION



Project Group #8

Team Illusion

Name	Section	Github Id
Ashna Sebastian	04	AshnaSebastian
Neha Kumar	04	nehasingh2102
Rakesh Datta	04	rakeshdatta
Vaishampayan Reddy Pathuri	03	vaisham92
Vimal Muraleedharan Nair	03	vimalnair88

Team's GitHubRepository:

<https://github.com/cmpe202-team8/courseproject>

Team's Task Board:

<https://waffle.io/cmpe202-team8/courseproject>

Team's Sprint Burndown Google Sheet:

<https://docs.google.com/spreadsheets/d/1hWOQLq6E-2FrSg6gd6JcvweN0vdCQ-lkXzAxPu0m7w/edit#gid=0>

Contents

<u>Journal Update from Team Members</u>	<u>3</u>
1. <u>Ashna Sebastian</u>	<u>3</u>
2. <u>Neha Kumar</u>	<u>3</u>
3. <u>Rakesh Datta</u>	<u>5</u>
4. <u>Vaishampayan Reddy Pathuri</u>	<u>6</u>
5. <u>Vimal Muraleedharan Nair</u>	<u>7</u>

Journal Update from Team Members

1. Ashna Sebastian

Core Value: Communication

The second part for Project started this week and this time we are following the Agile Methodology Scrum. In a typical scrum, there are lots of meetings which are the Sprint Planning meeting, the Daily Scrum meeting, Sprint review meeting and the Sprint Retrospective meeting. All these meetings are conducted for effective communication among the team members. This helps in delivering a high value deliverable in a relatively short period of time. Scrum aims at continuous improvement with some part of the final product delivered at the end of each of the sprint. As already decided in the part 1 of project, we all agreed to continue with the practice of 2 status meeting a week. We also agreed to have a weekly meeting to review the work done each week and to plan the work for coming week. So this week we met on Tuesday and Saturday after class for status discussion. We are implementing the game using the MEAN stack. Me and Vaish are doing the front end part which is the Angular Js and the other 3 members Neha, Rakesh and Vimal are working on back-end services which uses Nodejs, express and mongo db. They have already designed the database and created the mongo db collections. They have now started working on the nodejs services. We are planning to implement single sign on using google account by using nodejs package passportjs. This week me and Vaish created the html pages for login/register and game level selection. We are using materializes for designing the html pages. Materializes is almost similar to bootstrap but has many additional styling features which is useful for creating interactive websites like games. I designed the game level selection html page and have tried to make it look very colorful and attractive which I feel is essential for games. We have also created a template for writing the angular code which we plan to write once all the pages are created. We are learning new technologies and improving our technical skills as well communication skills by following the Agile practices. Overall, the project is going ahead as planned and I think we can complete the project within the deadline.

2. Neha Kumar

Core Value: Simplicity

This week, we met and discussed on connecting the backend code with the UI pages. Since, there are some pages in UI which are developed by UI team i.e Ashna and Vaisham so now it is time to merge and connect our changes. I started

implementing the functionalities to be implemented in the backend like doing a user validation by checking username, password from database. We also discussed on implementing m-hub setup for database. The implementation for user authentication was done in Node js and password for user was fetch from values stored in MongoDB. We will be implementing google sign in too. I was able to do the user authentication and same was tested in Postman.

Xp - Simplicity

For sign in, we discussed we can use google sign in or any other sign in like sign-in using Facebook. Since, this was a feature which is used by most of the websites these days and eases sign on functionality, but we were getting deviated from our original problem of connecting pages. So, we decided to implement the normal user validation using username password. So, by sticking to this XP quality, Simplicity, we are focused on actual problem than getting deviated.

Now, that we have only 40hrs each team member to implement the total project including all the documentation and code and testing, we cannot devote our time to other tasks which won't be counted for validating the minimum required for project.

3. Rakesh Datta

Core Value: Feedback

TASK UPDATES:

After 1st sprint's brainstorming and wireframe creations, this week we started getting out hands dirty on the real feature implementations. I have picked up the single-sign-on module which will allow users sign-in with any of their existing login credentials (google, facebook, twitter etc.). This will give a user friendly feel to the users of this game who does not want to create a separate login for this app, but then again wants to store their game scores historically. For the implementation of this features I have divided the user story into multiple tasks. To start with I am creating a basing authentication module. Thereafter I will integrate it with passport.js to give the SSO functionality.

Although login is required to store the scores historically, users might just want to try this game without login. They are one time users and for them it does not matter about historical scores etc. To implement that I have also started working in a guest login module, which will allow the users play the game without authentication.

Along with this we also need to implement session management. I have started creating template functions of that.

XP Value (Feedback):

This week we have taken longer features hence we have to raised many peer reviews. However, we have been meeting at least once per week to discuss the progress and the plan ahead. Also we are discussing if we have any blocker. This discussion is not only helping us know the status of the project but also helping us share innovative ideas to solve a certaion problem. Although the tasks are owned by the individual owners, the whole team brainstorms on that and comes up with a much sophisticated and rigorous solution.

This week I have jus raised one peer review for the team to review and approve my approach if implementing the single-sign-on. We brainstormed on passport.js and multiple other options. Team gave me the feedback on my ideas and finally we decided to go ahead with passport.js. This feedback session really helped lots of man-hours and shows the true spirit of collaboration.

4. Vaishampayan ReddyPathuri

Core Value: Courage

We started where we left just before the mid-term. The project deployment was setup as auto deployment to Heroku. This means that whenever we made a push the changes are available live. Thus, me and Ashna were able to test immediately on any considerable changes we made. Also, the changes are visible live to all the team members as everybody has access to the URL (public). During this week, we met for 2 hours and discussed the activities for this week. In the meeting, all the UI related stuff were discussed by me and Ashna as were the heads of the UI development in our team. As we have decided on creating the frontend development using the materialize UI framework, we presented our ideas or UI mockups for this week's work. Everybody in the team saw the basic wireframes and also our ideas about how a certain component will be designed and built. The team was highly appreciating our work at the same time provided us with a lot of feedback about our ideas. These include the reducing the number of clicks, having a better font (visible font in various resolutions), having

an intuitive scoreboard, explaining well in the tutorials etc. We did have length discussion about why we chose the UX flow to be this way at the same time took constructive feedback. At the end of the meeting we had refined our project view and also made sure we did agree on all the components without any hustle.

After the meeting, me and Ashna decided to continue our work on front end with Ashna working on UI of difficulty level of pages where the various levels of difficulty present in a game is presented in the form of three columns with individual scoreboard for each difficulty. I worked on the landing page of our website where we show the complete scoreboard for various difficulties level scores. Then we proceeded to work on login and register pages. As we have used materialize framework for UI development login and signup pages were a lot more intuitive compared to bootstrap UI kit. This is a good seller for our game as the UI was very clean and neat. During this week, we also tried improve the designs by visiting various websites of games and understanding how they have designed the screens. We have incorporated some designs into our game. Overall it was a productive week for all of us. Vimal, Neha and Rakesh are working good on backend and they have a good communication flow between them. This was evident from this week's decision. We all hope for a finished, well tested product ready for the final presentation in due time and hope to win an open source license.

5. Vimal Muraleedharan Nair

Core value: See the Whole

After the midterm and one week of break we resumed the task of creating API's. All the environment was set when we took a break last time. So the platform was set which eased the development times. We divided all the API's among Neha, Rakesh and myself. My first API was to create a login module; with which we would be entering into the system. We had a detailed discussion regarding the login module because there are different kinds of implementation for the login module like single sign on, passport js module in Node JS and also other login centralized modules from google, Facebook, twitter etc. Rakesh suggested the use of single sign on provided by google so that the user can ease through the

process of creating the user access, which is in fact a painful task. Because of which most of the users stay away from registration. So we have to ideally use some of the custom modules for login along with the conventional login modules. Rakesh will be working on the google login implementation of the service.

And I will be working on the conventional login module, the user has to give minimal details like first name, last name, email id and University name for the process of registration. I have completed the development of the api and the api has been pushed into Github, which will be extended by rakesh to incorporate the feature of single sign on by Google. I have completed the development of the api on Tuesday and started working on the api for selecting the question based on the difficulty level. This api will take in the difficulty level as a parameter and will return a question based on that difficulty level. This also needs to fetch the data from the database which is stored on the basis of difficulty level. When we enter the questions on to the database, all these factors have to be taken into consideration, so see the whole core value is of much importance here. Rather than just developing the api, we should have a complete view of what we are going to achieve and what our system is going to perform. So as a whole I felt the core value of See the whole makes lot of relevance here.

We had a discussion also on the number of other factors which will decided the winner when people are involved in the game – Winner in the case of tie, how the questions are populated, the time bound for the challenge, session implementation etc. This all has helped us to foresee all the challenges way ahead in the development cycle. I would like to attribute this advantage that we gained to the core value – ‘See the whole’. This basically helps us to think out of box and come up with all the possible aspects of the application.