Week 6

Core Value: See the Whole

We are almost done with our API development, and from next week onward we would be working on the integration from next week. There were lot of uncertainties regarding the way we implement the game, but all of them were sorted out this week and we are on course for our final submission. We also had discussion regarding the demo of our project. We of the teammates suggested to have the demo at an elementary school which would be very good from an exposure point of view. But time constraint is always a problem when it comes to practicality. Apart from that we are also running short of time, as the semester is coming to an end. So the demo at elementary school is not feasible and we dropped the plan. Instead we are planning to have a session for non CS students of SJSU. We have also made a list of students to be called for the demo. We know a few people from EE and Mechanical Engineering department, so we just made a list of students whom we are planning to invite for the demo. This is like a solid example how well we plan stuffs. See the whole core value is completely implemented here. Rather than waiting for the final week where we have to give the presentation, we made all the plans early so that we can incorporate the feedback from the of people who attend the demo. This will defiantly help us perform good for the term presentation. We are aiming for a top spot when it comes for the final presentation.

Apart from that we also discussed on handling the session information which have to be persisted on the session. The user information, score details, and also the ranking has to be persisted for easy comparison. This will facilitate seamless integration of multiplayer gaming features. Next week we are planning for complete integration testing along with Unit Testing of all the modules. Since the deployment happens in cloud we expect some configuration issues which will be arising due to the tight integration. Once the integration is over we would be moving the executable to cloud. We are also planning to have some real users registered to get the real feel of the game.

Throughout the week I felt that we are foreseeing all the problems before they even arise and try to fix it so that it’s not a problem in future. So in this I would say “See the whole” core value is retained to its best during our agile development process