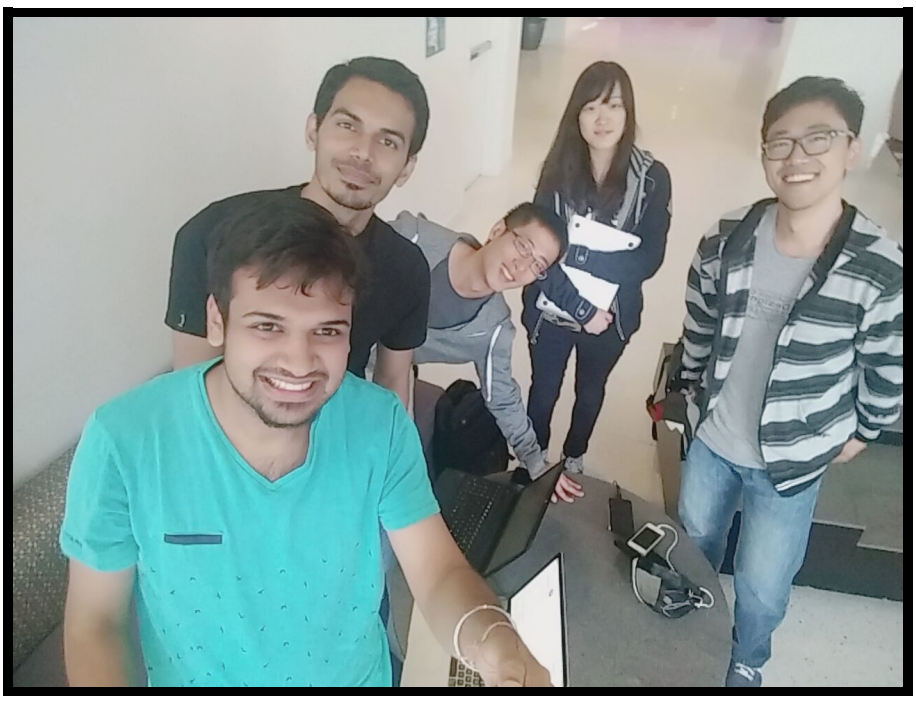
Greenhand



1. Team Name: Greenhand (Group 22)

2. Team Member Information:

Name	Section	GitHub ID	XP Value
Akshay Agarwal	Section 4	github.com/akshay-agarwal	Communication
Amit Sharma	Section 4	github.com/amitwork	Feedback
Wenjin Ma	Section 4	github.com/xiaoshan1213	Simplicity
Lu Xing	Section 3	github.com/vickyluxing	Respect
Zhenyu Zhong	Section 3	github.com/zacharyzhong1116	Courage

3. Team's Github Repository:

- https://github.com/vickyluxing/CMPE-202-Group-22

4. Team's Task Board:

- https://waffle.io/vickyluxing/CMPE-202-Group-22

5. Team's Kanban CFD Google Sheet:

- https://docs.google.com/a/sjsu.edu/spreadsheets/d/1IQJPs2F9XIT1mEETbKLLRAlQfEGU9Z1rrDgvy5y4bGc/edit?usp=sharing

6. Journal Entries:

6.1 : Communication:

Communication : imparting or exchanging of information or news[1]. In a project especially a team project,communication plays a vital role irrespective of a person's role in the project.Every team member must be very open & honest when communicating with the team, as being dishonest can sometimes cause huge problems in a team.With good communication each of the team member is clear with what is task assigned and what is his/her role in the team.Research also shows that team that communicate well are more efficient in completing projects and are also more accurate.

Our team being an Indo-Chinese, communication plays a big part as being from different countries and different cultures there might be miscommunication within the team and this may affect the outcome of the task. So as to improve the communication between the team, the team has decided to speak only in "**English**" when the team is together. Speaking in a language which is not understood by even one person of the team may offend the person. Also team is using the social media app, Whatsapp to communicate within the team to check everyone's availability and schedule project discussions and team meeting so that no one is missed out.

6.2 : Simplicity:
Less is More. Simplicity is an important value in teamwork, especially in an agile team. In the agile manifesto, simplicity is explained as “The Art of Maximizing Work Not Done” which means every work should be decluttered to simple issue or task, and finished with efficiency. This way, team could finish each task on time and thus simplifying the entire work. This also applies to modification and debugging. To practice this principle, our team should focus on several agile thinking and practices.

1.Backlog refinement
Set simple and small backlog at start
2.Simple rules to be self-organized
Not much restriction in working
3.Test driven development
Just enough code to pass test every time
4.Simple task board
Keep the task board clear and simple for team to work on
5.Simple retrospectives
Retrospect each sprint concisely for the preparation for the next sprint

In the future work, we should follow these rules to finish every task and component in a simple way and get quick feedback. Simply backlog, develop and retrospect every sprint to increase efficiency.

Week#1 Our team is working on the topic of the project. We separate the work to simple task for everyone, and write down some basic issues we will face in the future on backlog.

6.3 : Feedback:
Feedback has a crucial value in a project and inside a team. Iterative feedback from stakeholders and fellow developers on team helps project to proceed in the right direction efficiently. Feedback among the development team generally involves all heads of the team think about the solution of the problem for a while and give their honest opinion about the solution. This way team can judge the work before forwarding the work further to other stakeholders. For instance, in our team we were working on choosing the name of the team and had a chance of exploring the horizon with the feedback of the team. Similarly, team gave their feedback in design of the team logo. As we proceed, whenever a plan of action is proposed now; for instance, to find a project or to prepare a document; everyone in the team is giving their feedback on how the original proposal can be enhanced by adding or changing which aspect. Like, team members were searching the activities at csunplugged (http://csunplugged.org/activities/) individually, but after a constructive feedback we were able to divide the work by assigning a set of activities to individuals. Over a week’s effort together, feedback played a vital role in Team building and in organization of work.

6.4 : Respect:
Respect is the key for a team to be successful in software developing. It could be reflected in multiple ways: listening to other team member’s opinions, being patient and helpful, showing up in team meeting on time, doing your best in your part of work and not blocking your team members, etc. Respect is crucial to all team works and since software developing is a process that highly depends on the team cooperation, we should definitely keep it in mind.

In our team meeting, everyone would like to listen to other’s opinions and never judge

whether it is a good one or not, since everybody's thought be helpful and valuable. When we cooperate on projects, everyone would love to provide help, no matter it is a hard problem or an easy one. Last but not the least, we respect each other's culture and lifestyle. I always feel that I am respected and valuable to this team, so I am happy to take the responsibility and do my best to make this team awesome. I think everyone in our team feels the same way.

6.5 : Courage:

what is courage? Courage is the choice and willingness to confront agony, pain, danger, uncertainty or intimidation.It is a strong faith that we can do it, we can make it, no matter what kind of trouble or problem we are in! Nothing in the world is difficult if you put your heart into it!During the development of a project, there are full of unforeseeable uncertainty. It is very common that team got stucked by some bugs during the development and the test. Sometimes, a single bug may take hours,days even weeks to solve it,especially on some big project.

So, we need to prepare ourselves, to be ready to face any problems! To help the develop the project, we should not afraid asking question to each other, we should not afraid dealing the bugs, we should not afraid the uncertainty. We are a team, with courage, we can create the whole world!

WE ARE GREEN HAND!!!