

# LIVE | Educational Video Game Database

## Sprint 2 Retrospective

### Team Roles:

Product Owner - Yeon Chae

Scrum Master - Xiuyu Tang

Developers - Nilo Lisboa ( 8 pts), Komo Zhang ( 4 pts), Zachary McDowell ( 5 pts)

### Stakeholder:

Dr. Michael Rugh - [michael.rugh@tamu.edu](mailto:michael.rugh@tamu.edu)

### Customer meeting date/time/place:

Mondays @ 6pm, online meetings on Zoom.

### Link to:

Pivotal Tracker: <https://www.pivotaltracker.com/n/projects/2690138>

Github Repo: <https://github.com/yeonchae62/LIVE>

Heroku Deployment: <https://evg-library-8a920fa9c3cb.herokuapp.com/>

Code Climate Report: <https://codeclimate.com/github/yeonchae62/LIVE>

Dates of Sprint: Feb 26th 2024 - March 10th 2024

### Documentation of Procedures:

#### [Login Functionality]

1. Implement Sign Up and Login
2. Sign up creating - user is updated in our database
3. Role assignment (done on our end for now)

#### [Video Edit Functionality]

4. Confirm dialog for destroying a game
5. Navigating back to the main page

#### [User-oriented Visualization of the Content]

6. Modify the "show" page of game views
7. Modify the "new" page of game views
8. Modify the "edit" page of game views

## Sprint Goal:

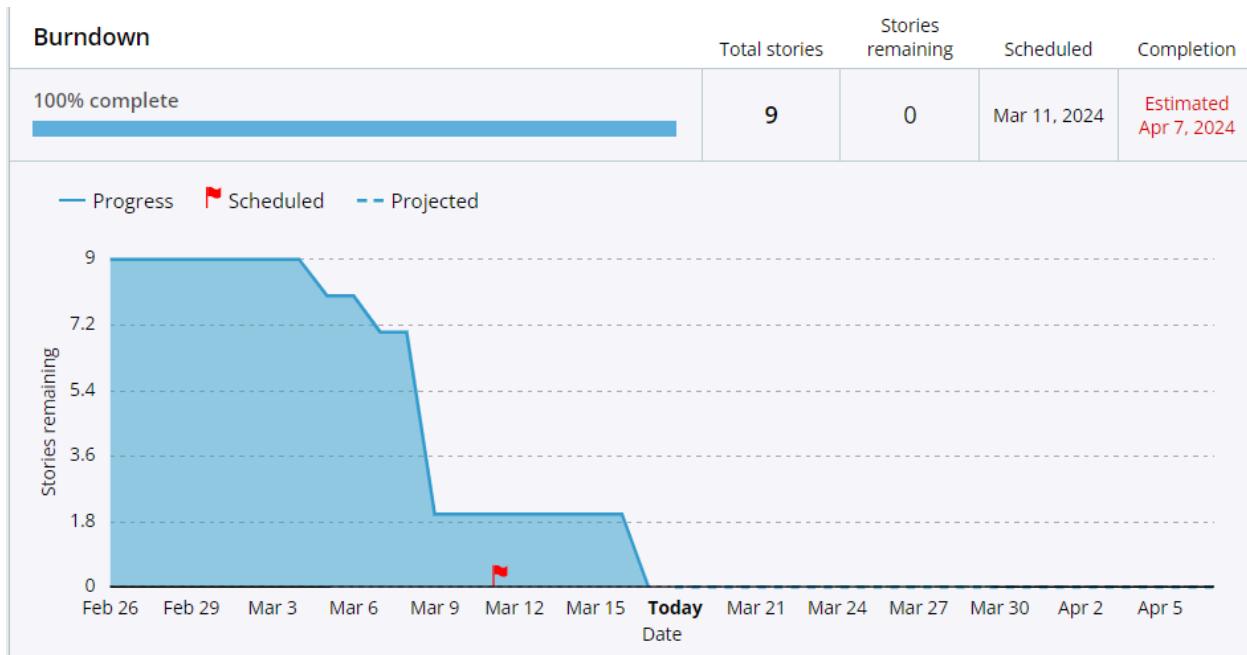
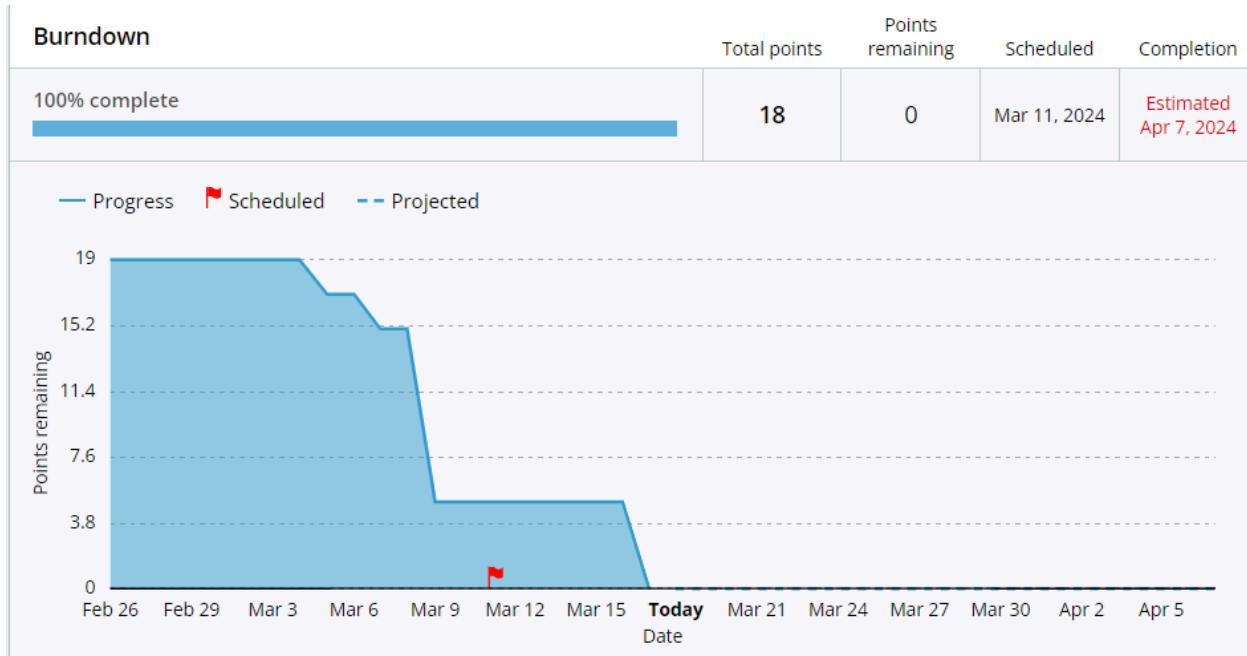
As our customer requested, the main goal for sprint 2 is to implement the functions related to user accounts, including sign-up and login. Meanwhile, we should display several games directly from the database, not just the example games. Moreover, we are going to make our previous functions look better by adding some new features, including a button to go back to the main page from the game list page, a confirmation dialog for deleting a game, and adding more columns for each game.

**Sprint Achievements:** All of the stories on the following list of Sprint Backlog Items

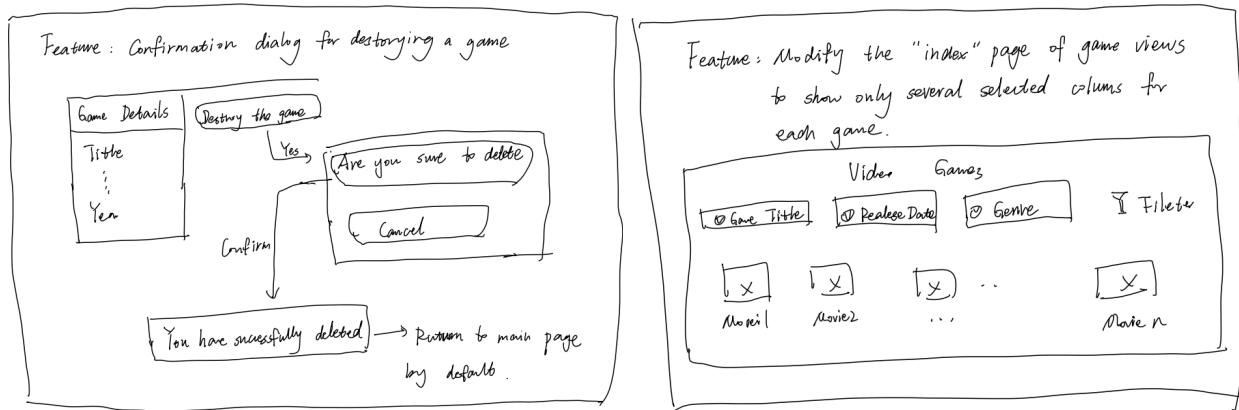
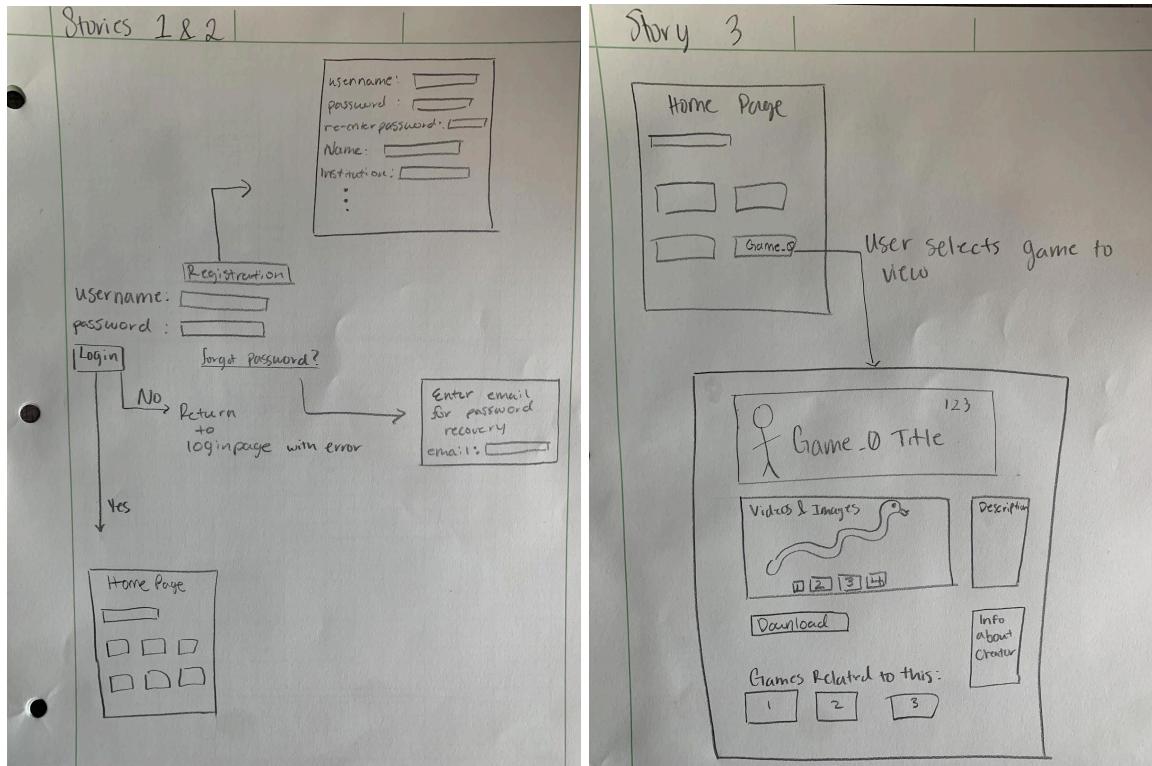
## List of Sprint Backlog Items:

- Feature: Implement Sign Up and Login
- Feature: Post-Login Functionality
- - Feature: Visualization of the Game. Since we don't have the images for visualization of the games at this stage, we only changed the six images on the main page. More detailed visualization will be implemented in the next sprint.
- + Feature: Change the example games on the main page
- Feature: Confirmation dialog for destroying a game
- Feature: Modify the "index" page of game views to show only several selected columns for each game
- Feature: Modify the "new" page of game views, to add text input boxes for the new columns
- Feature: Modify the "show" page of game views, to show the new columns
- Feature: Modify the "edit" page of game views, to show the new columns and make them editable.
- Feature: Navigation back to the main page from the game list page

## Burndown:



Design Diagram:



# Game A

Game Subject: ...

Publisher: ...

Genre: Do you really want to destroy it?

Platform: Yes | No

Price: ...

## Edit Game A

Game Subject: Game A

Publisher: Fun Games

Price: -1

Invalid value, please check

→ NOT clickable

### Game List

Game Name	Publisher	Subject	Link
game 1	Jay	Medical	URL
...	...	...	...

Clickable and link to ↗

LIVE  
(main page)

### Creating New Game

Game Title  
Source  
Researcher  
URL  
Publication Year  
Developers  
Publisher  
Is this game used in classrooms?  
Is this game still downloadable?  
Discontinued Support?  
General Field  
Primary Subject  
Secondary Subject  
Teaching Colleges that use the game  
Cost  
Game Type  
Genre  
Tags  
Game Length  
Dimensions  
Sound  
Platform  
Localized Languages  
Notes

## Documentation of Changes:

We have one feature postponed to the next sprint. The third feature in Sprint 2 Plan is about the visualization of games, where we planned to display a representative image for each game on the game details page. However, we don't have those images in the CSV file provided by our customers. After discussion, our customers said they would add those images to the CSV file. Once they finish this work, our team can add the images to our database and modify the visualization of games on the game details page.

We have one user story added. This user story is to change the six example images on the main page. This is an urgent demand from our client. Previously the images were randomly picked from the Internet. Our client requested that we change them to six images of those games inside our database. We finished this feature within 24 hours and delivered it to our client.

Furthermore, the feature Post-Login Functionality was altered from "creation and complete utilization of user, admin, and moderator role capabilities" to "creation of account roles (user, admin, and moderator) and developer side assignment of these positions." We will continue the development of these roles and their clearances in the next sprint.

## Code & Test Evaluation:

### (a) Code & Test Quality:

SimpleCov Coverage: 100%

Code Climate Scores: (<https://codeclimate.com/github/yeonchae62/LIVE>)

maintainability: A

test coverage: 100%

code smells: 1

duplication: 0

## Codebase summary

MAINTAINABILITY TEST COVERAGE

A

1 hr

A

100%

Repository stats

CODE SMELLS

DUPLICATION

OTHER ISSUES

1

0

0

### (b) Code Style:

RuboCop inspected 51 files. After some autocorrections and manual modifications, there remain 5 offenses in total.

**51 files inspected, 5 offenses detected**

## BDD & TDD Coverage:

- (a) Cucumber: 13 scenarios and 78 steps. All scenarios and steps passed, covering all features.

**13 scenarios (13 passed)**

**78 steps (78 passed)**

```
Coverage report generated for Cucumber Features, RSpec to /Users/jianwendong/xiuyu/CSCE_606_Software_Engineering/LIVE/coverage. 49 / 49 LOC (100.0%) covered.  
JSON Coverage report generated for Cucumber Features, RSpec to /Users/jianwendong/xiuyu/CSCE_606_Software_Engineering/LIVE/coverage. 49 / 49 LOC (100.0%) covered.
```

- (b) Rspec: 22 examples. All examples passed, covering all functionalities. Compared with Sprint 1, we added two examples but commented out two previous examples due to some feature changes.

```
Finished in 1.07 seconds (files took 4.26 seconds to load)  
22 examples, 0 failures
```

```
JSON Coverage report generated for RSpec to /Users/jianwendong/xiuyu/CSCE_606_Software_Engineering/LIVE/coverage.
```

```
49 / 49 LOC (100.0%) covered.
```

## Customer Demo: Mar 18th, 2024 - Zoom meeting

The team presented our deployment to Dr. Rugh and his team, showcasing the visualization of games, especially the game details page, visualizing the contents for each game. The contents are based on the database that our customer has shared. Additionally, we requested our customer to add an image URL for the visualization of each game, which will be added up in our following sprint. Regarding the login functionality, we share our current system with the customer.

Dr. Rugh suggested we provide the visualization prior to the functionalities based on their need to proceed further based on our current project. His further recommendations included add-ups on visualization part and lead the functionalities of the website.