

LIVE | Educational Video Game Database

Sprint 4 Retrospective

Team Roles:

Product Owner - Zachary McDowell

Scrum Master - Xiuyu Tang

Developers - Yeon Chae (10 pts), Xiuyu Tang (12 pts), Komo Zhang (4 pts), Nilo Lisboa (5 pts)

Stakeholder:

Dr. Michael Rugh - michael.rugh@tamu.edu

Customer meeting date/time/place:

Mondays @ 6pm, online meetings on Zoom.

4/24 Wednesday @ 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: April 8th 2024 - April 19th 2024

Documentation of Procedures:

[Navigation Functionality]

1. Navigation bar on the home page, game list page, and my profile for direction to other pages
2. Only administrators are able to see the User Management link on the bar
3. Visit game via link

[Search Functionality]

1. Sort search results by various categories using dropdown
2. Filter games by various criteria
3. Search games in categories user might be interested in

[User Privilege Management]

1. Display an 'Edit' option for a listed game to only admins
2. Display a 'Destroy' option for a listed game to only admins

[User Profile Management]

1. Display 'Login' if user is not logged in
2. Display 'Logout' if user is logged in
3. Created a 'My Profile' page with user details and actions
4. Automatic logout for an inactive user after 60 minutes

Sprint Goal:

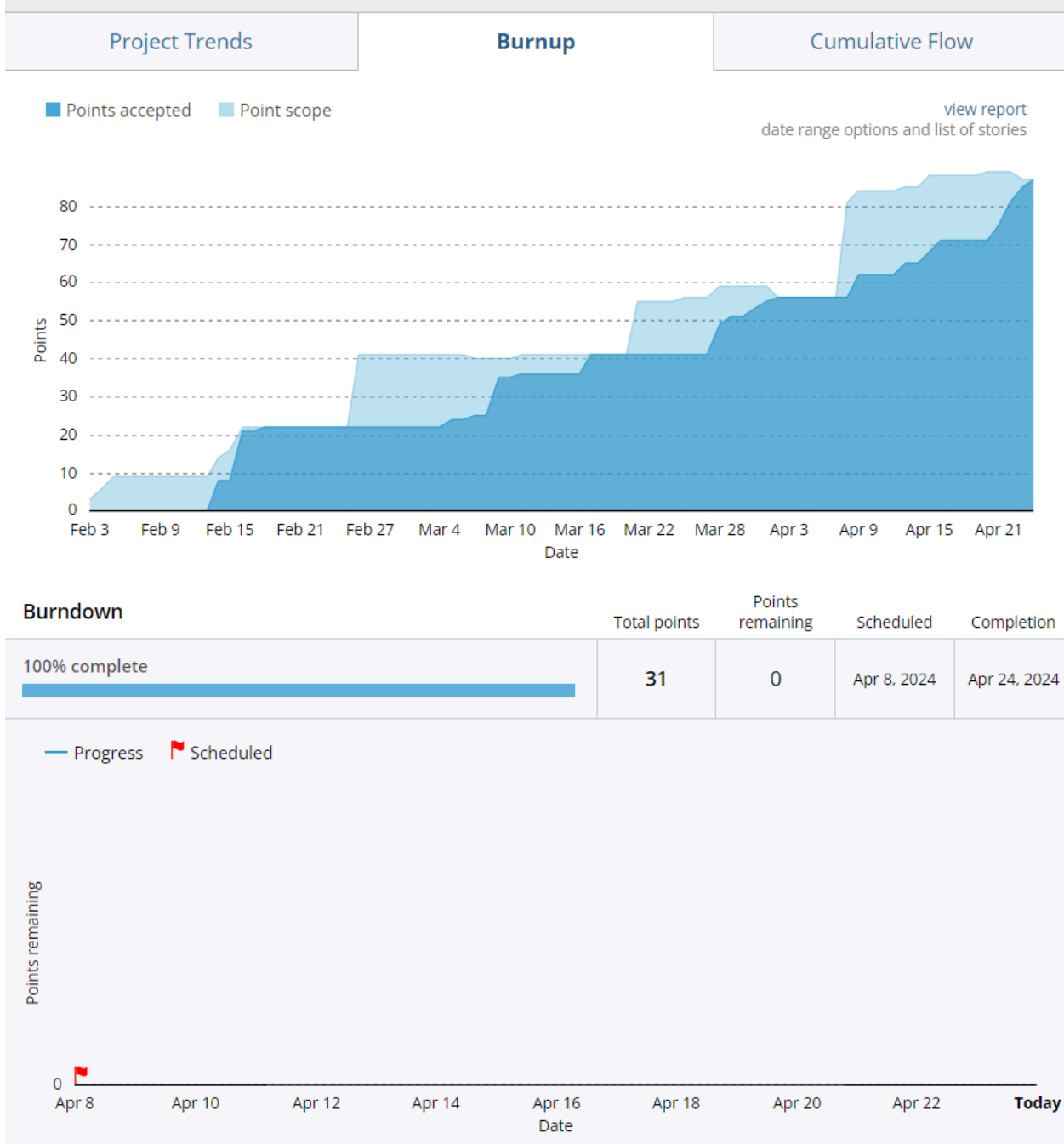
Since this is our last sprint, we wish to leave this project as clean and concise as possible for the proceeding team to work with. Our goal is to have an efficient search system, an organized database, and a structured system for user management.

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

List of Sprint Backlog Items:

- Feature: Automatic logout after time
- Feature: Navigation bar
- Feature: 'My Profile' page creation
- Feature: Visit game via link
- Feature: Search games in interested categories
- Feature: Visualization update for game page
- Feature: Conditional display of user management in navigation bar
- Feature: Sort search by various criteria
- Feature: Visualization of 'My Profile' page contents update with saved games
- Feature: Create 'About Us' page that links to other social media sites
- Feature: Filter games by various criteria
- Feature: Conditional 'Login' or 'Log out' on user authentication status
- Feature: Display 'edit' option to admins
- Feature: Display 'destroy' option to admins
- +Feature: Save games if user wants to save video in game page
- +Feature: Update game details page by eliminating bad columns and reordering elements [added after the sprint]
- -Feature: Account password reset
- -Feature: Vague search game title
- Chore: ReadMe updated for project verification

Burndown:



Accepted Stories (16 stories | 31 points)

show 6 accepted stories



- ★ Conditional display of user management in navigation bar [#187391196]
1pt
- ★ Sort search by various criteria [#187391198]
2pts
- ★ Save games if user want to save video in the game page [#187433018]
3pts
- ★ Visualization of 'My Profile' page contents update with saved games [#187468402]
1pt
- ★ Filter games by various criteria [#187391200]
3pts
- ★ Create 'About Us' Page that links to other social media sites [#187394773]
3pts
- ★ Update Game Details Page to match stakeholder request, eliminating bad columns and reordering elements. [#187494440]
2pts
- ★ Conditional 'LogIn' or 'Log Out' on user authentication status [#187391188]
2pts
- ★ Display 'edit' option to admin and mods [#187391182]
1pt
- ★ Display 'destroy' game option to admin users [#187391177]
1pt

Design Diagram:

detailed of game

Destroy
Edit

Only appears when admin logged in

Both Admin and moderator

Game List Page.

...

Search

Sort by

Relevance ▼

Title
Publication Year
Relevance
Lowest Price
Highest Price

....

....

....

....

Not logged in

My Profile Page

Please log in first.

Log In

Log In Page

Email:

Password:

Log In

Logged in.

My Profile Page

My Email: ...
My Role: ...

Sign out
Change Password

Update Password Page.

Your Old Password:

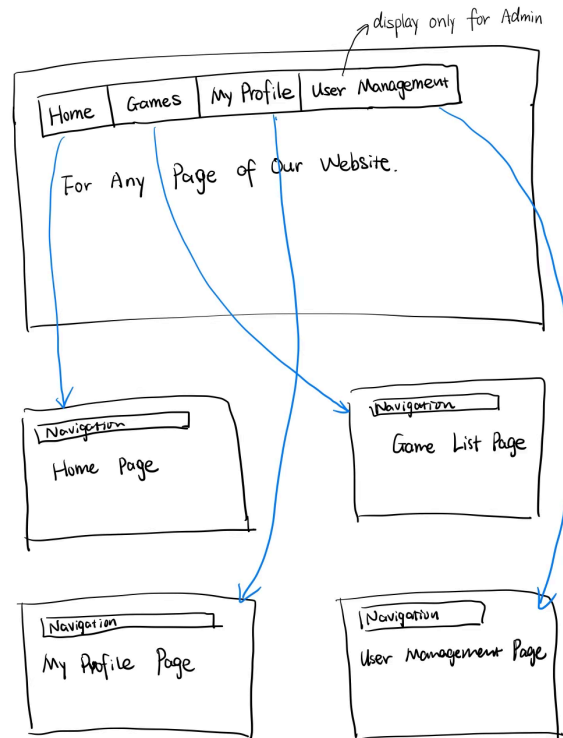
Your New Password:

Confirm New Password:

Update..

Home page.

...



Game List Page

Filter:

Price Range:

Dimension:

☐ 2D ☐ 3D

Subject:

☐ History ☐

☐ ☐

Genre:

☐ Single Player

☐ Multiple Player

Game List Page.

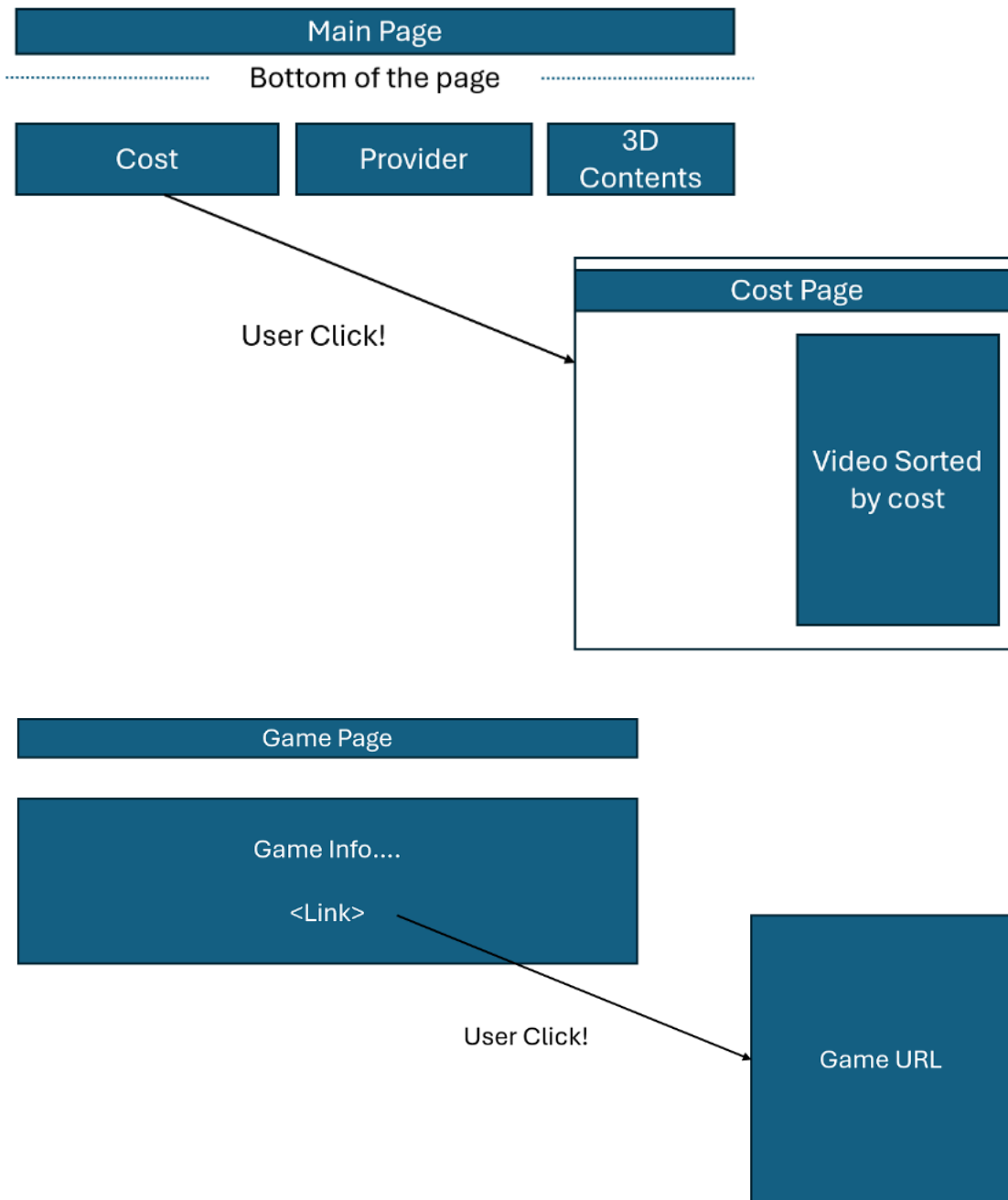
Search

.....

.....

.....

.....



Documentation of Changes:

- Database:
The database for deployment is changed. Previously we used the table directly created on Heroku PostgreSQL. In this sprint, we reset the database and use the seed data to

recreate the tables needed, such that we can add new columns to the table in an easier way.

- Features:

We added one feature to this sprint after meeting with the client to discuss our sprint progress. Dr. Rugh was pleased with our progress, however, wished to take the game details page a step further. Along with pictures of the game, adding videos of gameplay or developer vlogs enhanced the visual presentation of the games. This proved challenging and was given 3 points. Furthermore, we updated the game details page by eliminating bad columns and reordering elements [added after the sprint], per the client's request mid-sprint.

We removed the feature: vague search from the plan. This feature is complicated. We developers discussed several ways to implement it but didn't find a simple and efficient way to do it. We all agree that it is not practical to finish this feature in such a short time. Therefore, we remove it from the plan. Additionally, we removed the forgot password functionality from the plan. There was trouble on Google's end that we could not fix or contact them in time for the end of the sprint.

Code & Test Evaluation:

(a) Code & Test Quality:

SimpleCov Coverage: 100%

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

maintainability: A

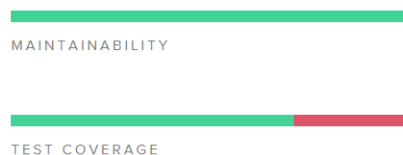
test coverage: 100%

code smells: 1

duplication: 2

Breakdown

121 FILES



Codebase summary

MAINTAINABILITY

A 1 hr

TEST COVERAGE

A 100%

Repository stats

CODE SMELLS

1

DUPPLICATION

2

OTHER ISSUES

0

(b) Code Style:

RuboCop inspected 76 files. After some autocorrections and manual modifications, there remain 2 offenses in total.


```

app/controllers/games_controller.rb:39:3: C: Metrics/AbcSize: Assignment Branch Condition size for create is too high. [<2, 18, 4> 18.55/17]
  def create ...
  ~~~~~
app/models/game.rb:5:3: C: Rails/UniqueValidationWithoutIndex: Uniqueness validation should have a unique index on the database column.
  validates :game_title, presence: true, uniqueness: { case_sensitive: false, message: 'already existed' }
  ~~~~~
76 files inspected, 2 offenses detected

```

BDD & TDD Coverage:

- (a) Cucumber: 89 scenarios and 435 steps. All scenarios and steps passed, covering all features.

```

89 scenarios (89 passed)
435 steps (435 passed)
0m11.497s

```

```

187 / 187 LOC (100.0%) covered.

```

- (b) Rspec: 110 examples. All examples passed, covering all functionalities.

```

Finished in 4.46 seconds (files took 3.29 seconds to load)
110 examples, 0 failures

```

```

187 / 187 LOC (100.0%) covered.

```

Customer Demo:

Zachary led the presentation of our sprint results to Dr. Rugh and his team. The meeting consisted of the app's final added features, scrapped features, and the customer feedback survey that will be shared after our final report. The highlighted feature categories were a functional navigation system, a search functionality, sorting mechanics, and profile management. Additionally, we added Dr. Rugh's team logos and design to the HTML.

Dr. Rugh and his team were pleased with our work. He personally went through the website and tested out the newly implemented features of the app. We addressed any lingering questions that the next group would need to know for the continuation of this legacy project. We concluded the meeting by creating an editable discussion board with notes and thoughts moving forward. It was a pleasure working with Dr. Rugh and his team this semester.