

2018/04/08 Sprint 3

The plan for our third sprint was to fix the bugs that we had on our current plugin, and to complete the classes that still needed to be worked on. Updating the GUI was also a task to be done for this sprint. Instead of doing a major changes as done during sprint 2, this sprint was intended to be mainly be one where we rearranged the current project and make it more usable.

Overall, we have succeeded to increase the usability of our plugin. Our new GUI is able to browse through the files, to select the file that the replacement will be done. Compared to our previous version where it could only look inside the same folder where the plugin is, this is a massive improvement. We were also able to run the undo command to return the file to the state it was in before the replacement was done. The last three changes done are now shown on the GUI, and the user may select to run that undo. With our new GUI and its function, our “WordFisher” plugin has increased massively in its usability. We also have added a Test for the plugin, instead of having a unit test. The new test function will check if the plugin will run proper, for cases of success and failure to compute the correct data. However, we were not able to accomplish applying the changes done at multiple files at the same time, due to losing a team member.

The main conflict we have encountered was misunderstanding the complexity of extending while keeping the current function. Unlike the other two sprints, we already had a functioning plugin which does the job we want, and our goal was to extend it . So we needed to allow the code to keep its original functionality, as well as extending new functions, which turned out to be more complex than what we had expected. During our work, we realized that the attempt of allowing multiple files to be replaced at once will need to change the whole system, which was figured out in the middle of the sprint, and because of our lost team member, we just didn't have time to do this. Due to this misunderstanding of complexity, we were not able to accomplish every goal for this sprint. We also encountered a bug where the undo function will affect pages that was not changed, instead of just returning the file to the previous state. For example, if we replaced the word “Red” to “Blue”, but the word “Red” was already in the file, it will also change those instances as well. We have figured out the cause of the error, but realized that to fix the error, it will require us to restructure the undo system as well the history, which was not capable to complete in this sprint.

If we had more time, we would also plan our plugin, so we can have the plugin be more extendable for future development. To do this, we would specify our group meetings by setting up goals of the meeting for first place, so we can figure out the complications that exist in our tasks and arrange work schedule to aim for accomplishing all goals

The goal for the future sprints would have been to come up with the plan of the new structure for the plugin, and to use this version as a prototype. In order to extend the plugin from what we have at this point, we would have needed to restructure the whole code completely, The plugin we have right now has become complex and hard to extend dynamically from where it is. To develop from this point, we would first need to re plan the structure of the app. This would require us to rebuild the plugin.