LP DAM - GL

Geo Catching

Sprint 2 Kick-off

31/01/2017

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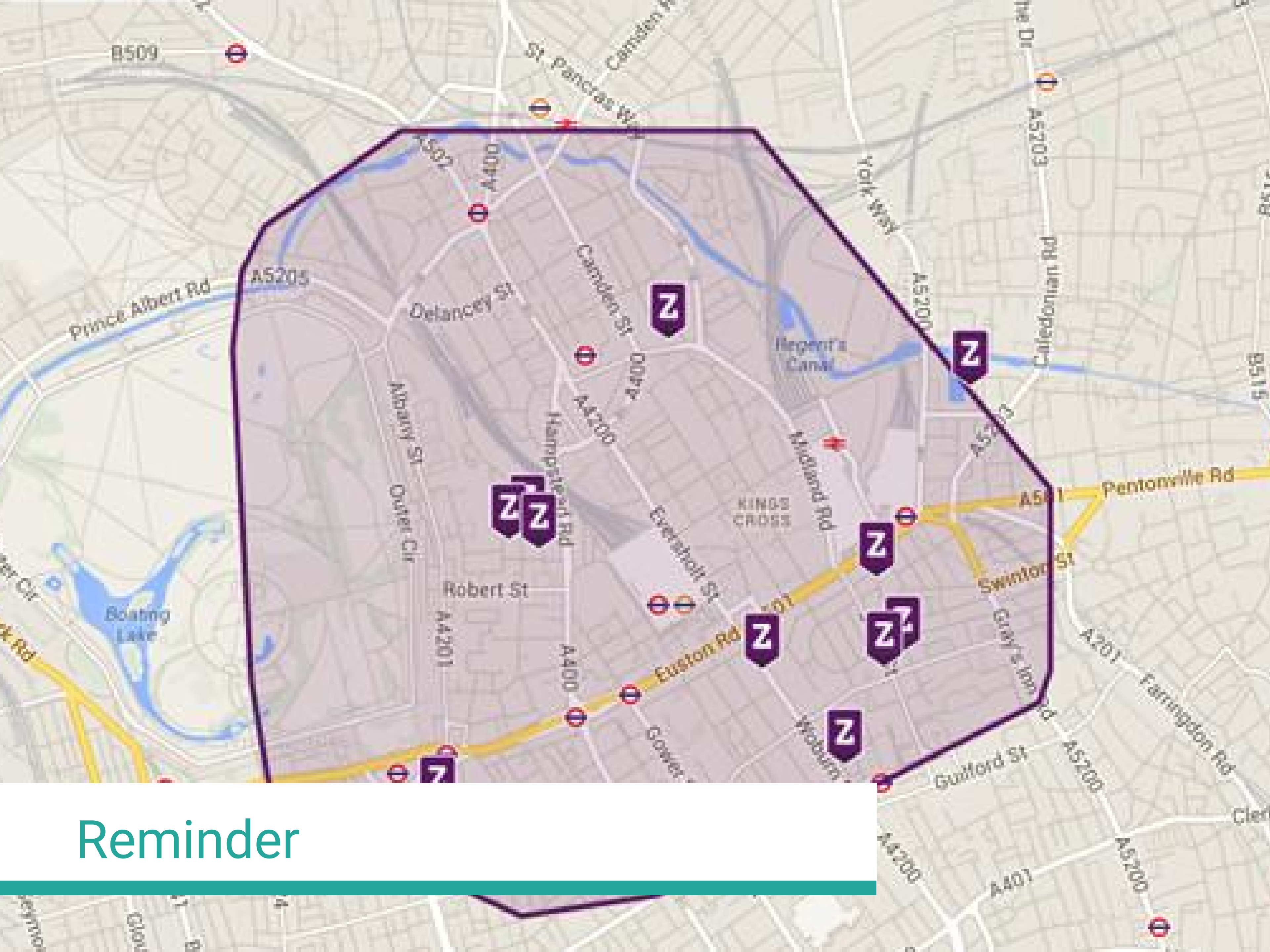
Reminder


B509
St. Pancras Way
Camden Rd
The Dr
A5203
A502
A400
York Way
A5200
Caledonian Rd
B515
Prince Albert Rd
A5205
Delancey St
Camden St
Regent's Canal
A400
A4200
Midland Rd
Albany St
Outer Cir
Hampstead Rd
Eversholt St
KINGS CROSS
A501
Pentonville Rd
Swinton St
Robert St
Boating Lake
A4201
A400
Euston Rd
Gray's Inn Rd
A201
Farringdon Rd
Gower St
Woburn Pl
Guilford St
A5200
A4200
A401
A5200

Reminders

Reminder: first sprint

Drawing of zones on a map to create a game field

User login and joining of a game

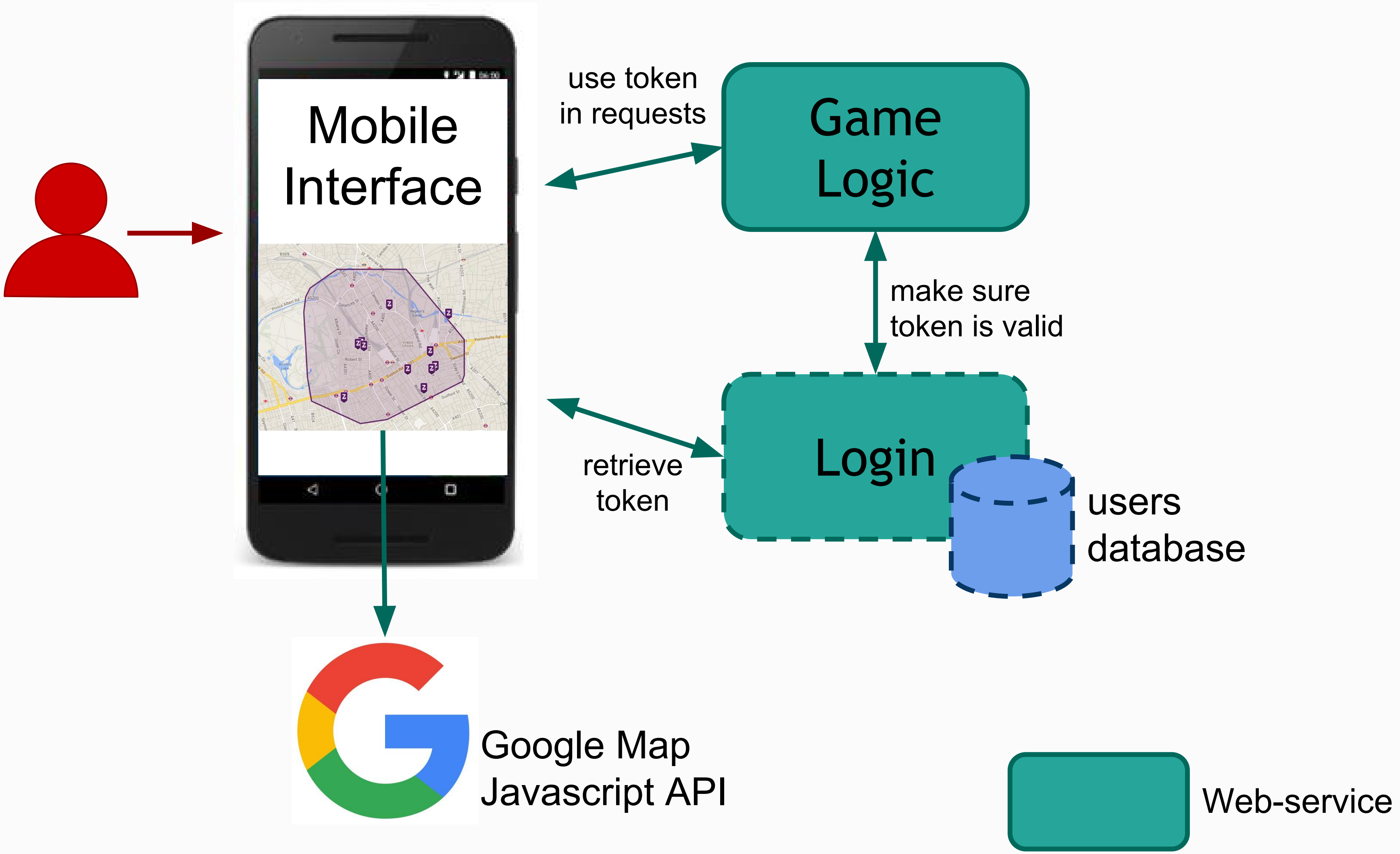
Geolocation of the logged player

Capture of a zone when the player comes in

Display location of the other players on the map

Display the name of the “owner” of a zone by clicking on it

Proposed Architecture



Mobile Interface

use token in requests

Game Logic

make sure token is valid

Login

retrieve token

users database

Google Map Javascript API

🟩 Web-service

Implementation

A Java web-service to handle the logic of the game

- Knows who the players are
- Knows the zones for the game
- Tracks location of players
- Checks if a player is in a zone

Connect to the login web-service

An Android user interface using Google Map's API and the web-services above.

General Guidelines

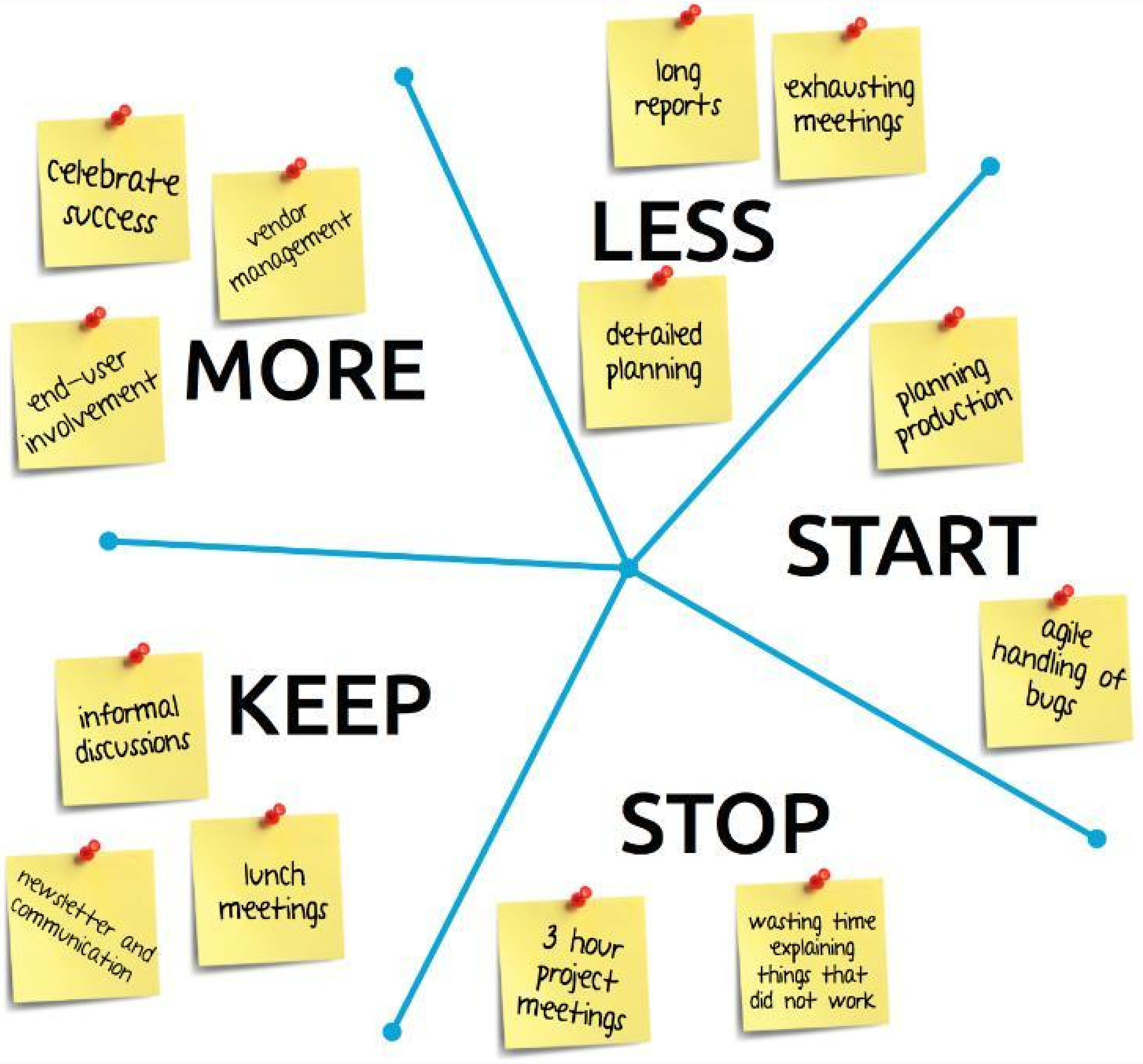
Don’t forget about project management !

Define and share your tasks properly.

Commits should correspond to tasks in Jira

- Example : “MyTaskId: Fix map display bug on Safari”

Retrospective



MORE

- celebrate success
- vendor management
- end-user involvement

LESS

- long reports
- exhausting meetings
- detailed planning

START

- planning production
- agile handling of bugs

STOP

- 3 hour project meetings
- wasting time explaining things that did not work

KEEP

- informal discussions
- newsletter and communication
- lunch meetings

Sprint 2

What’s expected - Functionalities

ALL of Sprint 1: **A full playable game**

players on different devices can play and see each other

One unique feature per group

What’s expected - Release

- Deploy your web-service on the provided server.
- Release on Github **and** Jira.
- The repository should contain:
  - A folder with your android project
  - A folder with your game logic web-service
  - A docs/ folder with your slides for this sprint
  - A readme file saying how to run the project and describing what is done and the contents on the repository
  - A Jenkinsfile setting a pipeline for your maven and android project
- Repository is queried by a script. **Any problem → 0**
- We only grade what’s on the **master** branch.
- We get the tag **“sprint-2”**. **No tag → 0**
- Deadline is **February 19 at 23:59**. **Late → 0**

What’s expected - report

In the git release (February 19 before 23:59) **Late → 0**

Content

- Team organization
- Explanation of the specifications
- Architecture of your solution
  - Presentation with UML diagrams
  - Pros/Cons
  - Justification of conceptual choices
- Retrospective sprint #2 compared to #1
- Perspectives
  - Improvements

What’s expected - defense

February 21

15 minutes to present your work and a short demo
10 minutes of questions

Minimal content

- Current state of the project (including demo)
- Changes compared to Sprint 1
- Pros/Cons of your solution
- Perspectives

Timeline

What’s at the exam

February 21

- Duration: 1 hour

- Questions on:
  - Versioning
  - Project management
  - Task automation
  - Web services
  - Tests

- Questions types:
  - QCM
  - Course questions
  - Use case studies

End of the course timeline

- 31/01:
  - Validate your sprint 2 features
  - Go back on all we've seen
  - 2h of UML
- 07/02:
  - 2h work on the project - 2h of UML
- 19/02: Release of sprint 2 + report
- 21/02:
  - 1 hour written exam
  - Final defense of your work

GO!!

stump8.deviantart.com

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