

Table 1: Revision History

Date	Developer(s)	Change
September 24th	Jie / Adwity	Completed development plan for Revision 0

SE 3XA3: Development Plan

Title of Project

Lab 01, Team 03, Pongthusiastics
Adwity Sharma - sharma78
Arfa Butt - buttaa3
Jie Luo - luoj3

1 Team Meeting Plan

When

- Wednesday afternoon after 2:30, 3 hour (more or less depending on the need).

Where

- HSL (or any other library at McMaster)

Frequency

- Once a week or more depending on the need

Roles

- Team leader for the meetings : Jean Luo

Rules for agenda

- If anyone cannot attend a prescheduled meeting, they should notify the team at least 3 hours before so the meeting can be rescheduled and must bring food to the next meeting.

2 Team Communication Plan

Git

- Used to pull or push files from the repository. And to be notified about any current issue with the on going project by the instructor or the course coordinators.

Facebook

- There is an existing xa3 group chat to discuss implementations and impending due dates.

Phones/Texts

- To contact each other and notify about the meeting place.

Google docs

- To work together on documentations.

3 Team Member Roles

Arfa Amer Butt - Expert on technology
Jean Luo - Team leader, git and Latex expert
Adwity Sharma - Documentation expert

4 Technology

Programming language - java

IDE - eclipse

Testing framework - junit testing, integration testing, black box testing, testing through user surveys

Document generation - Latex / google docs for working concurrently / microsoft word to work on rough frameworks

For the game to work one will require a java environment (jre), so that could be a challenge for the intended users - we can create an android friendly version of the game (this part of the implementation may be scheduled after the end of the course because of time restrains).

5 Coding Style

Google java style.

6 Project Schedule

<https://gitlab.cas.mcmaster.ca/Group3/FaultInOurPong/blob/master/ProjectSchedule/GanttChart.pdf>

7 Project Review