

# Blaze Brigade

- Development Plan -

SFWR ENG 3XA3 - Section L02  
007 (Group 7)

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## 1 Team Meeting Plan

Week	Meeting Dates	Meeting Agenda
Sept 12 - Sept 18	Sept 14: 10:30am-12:30pm Sept 16: 8:30am-10:30pm	Formed the Blaze Brigade team.
Sept 19 - Sept 25	Sept 21: 10:30am-12:30pm Sept 23: 8:30am-10:30pm	Decided on the project and wrote the problem statement.
Sept 26 - Oct 2	Sept 28: 10:30am-12:30pm Sept 30: 8:30am-10:30pm	Created the development plan.
Oct 3 - Oct 9	Oct 5: 10:30am-12:30pm Oct 7: 8:30am-10:30pm	
Oct 10 - Oct 16	Oct 12: 10:30am-12:30pm Oct 14: 8:30am-10:30pm	
Oct 17 - Oct 23	Oct 19: 10:30am-12:30pm Oct 21: 8:30am-10:30pm	
Oct 24 - Oct 30	Oct 26: 10:30am-12:30pm Oct 28: 8:30am-10:30pm	
Oct 31 - Nov 6	Nov 2: 10:30am-12:30pm Nov 4: 8:30am-10:30pm	
Nov 7 - Nov 13	Nov 9: 10:30am-12:30pm Nov 11: 8:30am-10:30pm	
Nov 14 - Nov 20	Nov 16: 10:30am-12:30pm Nov 18: 8:30am-10:30pm	
Nov 21 - Nov 27	Nov 23: 10:30am-12:30pm Nov 25: 8:30am-10:30pm	
Nov 28 - Dec 4	Nov 30: 10:30am-12:30pm Dec 2: 8:30am-10:30pm	
Dec 4 - Dec 7	Dec 7: 10:30am-12:30pm	

## 2 Team Communication Plan

The team will use Skype and Facebook for communication outside of the agreed upon meeting times. These lines of communication are available when team members require assistance with their assigned work or require input from other team members on a topic of question.

## 3 Team Member Roles

- **Thien Trandinh:** Gameplay Mechanic, Developer

- **Asad Mansoor:** Product Architect, Tester, Developer
- **Susan Yuen:** Git Master, Graphic Designer, Developer
- **Jeremy Klotz:** Algorithms Specialist, Scribe, Developer

## 4 Git Workflow Plan

After considering the different types of workflows, we concluded that **centralized workflow** best fits the requirements of this project. This is due to the fact that the project is relatively small - only spanning 12 weeks, and the team will see the project through from start to finish over this time period. As such, a release branch separate from a development branch is not necessary. In addition, team members will be working on aspects of the game pertaining to the same feature or features that rely on each other, so creating any additional feature branches are also unnecessary. Due to these reasons, feature-branch and gitflow are excluded. As a result, we decided on maintaining only one branch, and are thus implementing the centralized workflow for our project. Labels will be used to label any commits containing documents that are graded.

## 5 Proof of Concept Demonstration Plan

### Will a part of the implementation be difficult?

There is no significant risk other than implementing all minor details within the given time constraint.

### Will testing be difficult?

Testing will not be difficult as the team members have experience with unit testing in frameworks such as JUnit. Our project will be coded in C++, and we will be using CUnit as our unit testing framework, which has similar concepts to our previous experience with JUnit. As such, our automated unit tests will be able to cover blackbox testing of functions and state variables using this testing framework.

### Is a required library difficult to install?

Libraries to be determined (Oxygene?)

## **Will portability be a concern?**

Portability will not be a concern, as a makefile will be provided in order to execute the C++ game on all 3 major platforms - PC, Mac, and Linux.

## **6 Technology**

- **Programming Language:** C++
- **IDE:** Visual Studio 2015
- **Testing Framework:** CUnit
- **Testing Framework:** LaTeX
- **Other:** Git, Photoshop

## **7 Coding Style**

The coding style for the project will follow Googles C++ coding style guide (<https://google.github.io/styleguide/cppguide.html>).

## **8 Project Schedule**

Please refer to the .gan file for access to the project Gantt Chart.

## **9 Project Review (for Revision 1)**