

Procedure Implementation Plan

Brandon Smith, Nieka Gutenberger, Joseph Coppin, Ryan Frazier, Trevor Jewkes

September 9, 2016

1 Proposal

1.1 Requirements

The end goal of the team is to write a Graphical User Interface game which allows the user to play one of two card games. The user will open the program and choose between Hearts or Spades. The user will be presented with a gameboard and options to play.

should be clear, should be able to be measured

should be the same over time

shouldn't get overconstrained

2 Structure

Each person in the team has been assigned as the head for a specific role. Each role is described briefly as follows:

2.1 Manager

Trevor Jewkes

- In charge of GitHub account
- Will turn in final versions for group
- In charge of code compilation and merge conflicts

2.2 Documentation

Joe Coppin

- Writes rough drafts of all papers and submit for peer review
- Writes final draft of all papers and pushes them to GitHub account for Manager to submit
- Head person over documents

2.3 Design

Nieka Gutenberger

- In charge of GUI and interface
- Will oversee looks and game design
- will take minutes from meetings and distribute to team members

2.4 Testing

Ryan Frazier

- Initially gets testing software up and running on GitHub
- Writes tests and helps others write tests
- Reviews tests and makes sure they are adequate
- Test tech support

2.5 Scheduling and Mediation

Brandon Smith

- In charge of scheduling and time management
- Workload Balance
- Maintains as even as possible workload balance between team members
- Debate Moderator!

2.6 *note

Each team member is expected to contribute to the project as needed, meaning there is no defined end to any team members' duties. It is the responsibility of each team member to communicate their needs to the team Manager and the head of Scheduling and Mediation in order to allow all team members to be able to contribute and help in a timely manner.

3 Procedures

brief overview of procedures

3.1 Code Reviews

3.1.1 Conflict Resolution Plan

1. Make suggestion for change to the person who's work is subject to be changed
2. if two cannot come to an agreement the discussion goes to group for decision
3. If group cannot come to a decision, the Team Leader for the section will have final say in decision

3.1.2 Readability

Each section of code written will be reviewed by at least one other team member before being added to the project. In event of disputes or questions, the conflict resolution plan will be utilized.

3.1.3 Reusability

It is the goal of the team to be specific enough code to solve a problem effectively while being general enough that branching out is feasible and well within the reach of the team in cases of customer requirements.

3.1.4 Improvements

3.1.5 Bugs

Take similarly to conflict resolution. Need to make sure each person in group agrees to solution to bug (unless head makes decision).

3.2 Styles and Conventions

The team will follow the Google C++ style guide.

3.3 Testing Framework

Catch Framework??

4 Schedule

5 Risks