

Version control outline

For the UML and Coding part of the project we are going to use the University Of Kent provided gitlab. Each commitment to the code or the UML made within gitlab is recorded in the "Activity" section, this will help us to keep track of changes made to the project by who and when. Seeing activity from other project members, like closed issue tickets is beneficial, because it decreases the chance of working on the already closed issues.

While working on the software aspect of the project, we can use gitlab "Release" section to push releases of each version of the application.

Different releases can be used together with the compare tool to look and see what caused an error going from one version to another.

For our documentation version control we are going to use "Google Docs". It has an automatic version control built in, which requires no actual manual effort to save and see changes made. This will ensure that there's no human error when saving different versions of the documentation, as there's always an updated version up in the cloud.

If we are working on it separately, with its real time updating and tools such as "Suggest editing", then working online separately is easy. For example if one of the group members is struggling with certain part of the project, "add comments" and/or "suggest editing" tools can be used to highlight what parts can be improved upon. One of the functionalities that we have come to like is that comments stay unless they are deleted. This can be used to communicate with group members smoothly, despite the working time differences, it helps to display parts we're talking about visually as well as textually.

Upon review, we struggled with version control and gitlab. To remedy this we created a template for gitlab specifically for us, this included simple instructions that were necessary in order to use gitlab effectively. This is also very useful, for if in future a new member joined our group and didn't know how to use gitlab and wanted simple instructions to use it and get to grips with the same version control methods we use.