Software Development Process (SDP)

Principles
Process
Roles
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Definition of Done (DoD)
Release Cycle
Environments

Principles

- We are constantly checking for discord notifications, emails, and text messages from each other and our project partners so that we keep in touch.
- We are critical in our feedback, but also not rude or uncouth
- We must have at least 1 person review and confirm pull requests
- Everyone must have at least 1 task to be working on after each group meeting
- Everyone attends meetings on time, or has communicated a reason for missing the meeting at least 24 hours in advance, barring extenuating circumstances.

Process

- Originally our project was going to undergo a very waterfall-esque process.
- In its current form, our project will be taking on a much more iterative development approach. The key difference here being that we will be testing our project as each step progresses, rather than saving most of the real testing for the end of the project.

Roles

Our team does not have a definitive “leader” or “scrum master”. Everyone contributes ideas, and everyone keeps one another accountable for their actions.
Lead communicator - Connor

Tooling

Version Control	GitHub.
Project Management	GitHub Issues and Projects, Discord.
Documentation	README,.md
Test Framework	Jest, Postman, Insomnia
Linting and Formatting	Prettier, Pylint
CI/CD	GitHub Actions.
IDE	Visual Studio Code, VI.
Graphic Design	Figma, Pen and Paper, Google Slides.
Others	Various documentation websites (too many to list).

Definition of Done (DoD)

- Acceptance criteria are validated
- Changes are merged
- Tests are successful
- Changes are implemented
- Documentation is updated
- Changes are deployed to staging
- Demo is prepared for next meeting

Release Cycle

- Automatically deploy to staging every merge to main branch
- Deploy to production every release
- Release monthly/bimonthly
- Use semantic versioning `MAJOR.minor.patch`
    - Increment the `minor` version for new features
    - Increment the `patch` version for bug fixes
    - Increment the `major` version for breaking API changes

Environments

Environment	Infrastructure	Deployment	What is it for?	Monitoring
Production	Google cloud	Release	Deployment and API	IDK
Staging (Test)	Render through CI/CD	PR	New unreleased features and integration tests	IDK
Dev	Local	Commit	Development and unit tests	N/A