Table 1: Revision History

Date	Developer(s)	Change
Date1	Name(s)	Description of changes
Date2	Name(s)	Description of changes
...	...	...

Development Plan
Chess Connect

Team #4,
Alexander Van Kralingen, vankraa
Arshdeep Aujla, aujlaa4
Jonathan Cels, celsj
Joshua Chapman, chapmj3
Rupinder Nagra, nagrar5

[Put your introductory blurb here. —SS]

1 Team Meeting Plan

The team will meet weekly on Thursdays at 10:20 AM until 11:20 AM. Team members are expected to attend the Thursday lecture and meet up following the lecture. On the event that no lecture is scheduled, the meeting time shall be changed to 9:30 until 11:20AM.

Additional meetings will be scheduled when necessary using the communication methods outlined in the Team Communication Plan.

2 Team Communication Plan

The team will communicate over a Discord group channel. Each team member is expected to have Discord downloaded and readily accessible on at least one of their devices.

3 Team Member Roles

3.1 Alexander Van Kralingen

3.2 Arshdeep Aujla

3.3 Jonathan Cels

- Enabling the Bluetooth connection between the application and the microcontroller

- Leading testing initiatives and ensuring that thorough testing is completed

- Assisting with development of web application

- Editing and formatting of all documentation before submission

3.4 Joshua Chapman

3.5 Rupinder Nagra

4 Workflow Plan

- How will you be using git, including branches, pull request, etc.?

- How will you be managing issues, including template issues, issue classificaiton, etc.?

5 Proof of Concept Demonstration Plan

What is the main risk, or risks, for the success of your project? What will you demonstrate during your proof of concept demonstration to convince yourself that you will be able to overcome this risk?

6 Technology

- Specific programming language

- Specific linter tool (if appropriate)

- Specific unit testing framework

- Investigation of code coverage measuring tools

- Specific plans for Continuous Integration (CI), or an explanation that CI is not being done

- Specific performance measuring tools (like Valgrind), if appropriate

- Libraries you will likely be using?

- Tools you will likely be using?

7 Coding Standard

8 Project Scheduling

[How will the project be scheduled? —SS]