Configuration Management Plan

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# 1 Management

1.1 Source Control

All formal documentation and source code will be kept under Git Version Control. This Git repository will be maintained by all group members equally, but overall control will be kept by Jacob Schuenke. Official group documents will be created on Google Docs so every group member can collaborate on them. After completion they will be transferred to the repository. The Git repository can be found at git@github.com:DBRTeam/Dirt\_Bike\_Racer.git.

1.2 Responsibilities

All group members are responsible for maintaining their individual branch of the repository. Before pushing any changes to the master branch each member is responsible for making sure that all test cases are written and passed. Also it is Jacob Schuenke’s job to maintain a working repository and to make sure that all commits occur in a timely fashion to meet all deadlines.

1.3 Document Policies

Each member can keep whatever he deems necessary in his branch of the repository. The master repository will keep all group documents and the most up to date working source code. Also the most up to date schedule and class diagram will be kept under version control.

# 2 Naming Conventions

2.1 Conventions for Documents

All documents kept under source control must be kept in the designated folder for that type of document. All documents required for the project must be named as the title of the assignment. For example, this document is for the Configuration Plan; therefore it will be in the repository as “Dirt Bike Racer Configuration Plan”. All weekly status updates need to start with the week of completion, for example “Week 5 Intermediate Status Report”. All other documents, web links, or other information deemed helpful will have a descriptive title that explains what the information is. The coding standards will be saved under the title “Coding Standards”.

2.2 Conventions for Source Code

All source code will have very simple naming conventions. All classes should be named for what it named in the class diagram. The header files will have the name of the class with the word “Header” concatenated unto the end of the class name. The all the test code will be divided into the test classes on each individual class with the word “Test” concatenated unto the end of the class name.

2.3 Coding Conventions

The coding standards can be found at the following link:

<http://www.possibility.com/Cpp/CppCodingStandard.html>

# 3 Organization

3.1 Organization of Documentation

All relative documents will be stored in the folder named Documents. These documents will be separated into several sub-folders. Sub-folders will include Class Diagrams, Weekly Goals, Assignments, and Other. All organization of folders is subject to change as the need arises.

3.2 Organization of Source Code

Source code and needed libraries will be stored in the folder named “Code.” The project will be in the “Dirt Bike Racer” folder, while all other libraries will be in separate folders. Instructions on how to install and configure the various libraries will be in the sub-folder “Other” in the folder “Documents.”

3.3 Organization of All Other Documents, Information, and Useful Things

Any other important information will be included in a document titled “Additional Information” in the Document folder.

# 4 Configuration Control

4.1 Requesting Changes

All changes to documentation and code should be requested with an e-mail to every group member. It should inform the group as to what the change is, what the purpose for the change is, and what can be affected. Also, every commit message should include this information.

4.2 Evaluating Changes

All changes shall be evaluated first by the group leader, Matt Spurr, and if deemed a reasonable request of change the group will discuss the change. All changes need to be discussed as a team before any decisions are to be made.

4.3 Approving or Disapproving Changes

All changes will be taken to a vote if there is not a unanimous decision originally reached. A change is approved by a simple majority agreeing that it is a valid change. A change is denied if there is a majority against the change.

4.4 Implementing Changes

Once a change has been agreed upon Matt Spurr will delegate the task to whoever is currently working in closest relation to the change. After implementation the change will be pushed to the master branch of the Git Repository. All commits should have the proper message as described in the naming conventions.

# 5 Planned Schedule

5.1 Week 6

* Start a Game
* Start a Session
* Start and complete basic bike class

5.2 Week 7

* Create Levels
* Update bike’s position
* Update bike’s speed

5.3 Week 8

* Implement User Input
* Allow user to control the bike

5.4 Week 9

* Finish the GUI
* Allow for User Input on all Menus
* Start work on Internationalization

5.5 Week 10

* Finish Work on Internationalization
* If time permits implement optional features
* Complete game

# 6 Class Diagram

