

# **GUCEF**

Galaxy Unlimited Client Engine Framework

## development roadmap

Author: Dinand Vanvelzen  
Revision: 15 August 2006  
Restriction: Public document

## Table of Contents

Revision 1.0: first named release.....	3
Platform targets.....	3
Revision 0.5: quality release.....	4
Platform targets.....	4
Revision 0.4: feature & port release.....	5
Platform targets.....	5
Module targets.....	5
Revision 0.3: feature & port release.....	6
Platform targets.....	6
Module targets.....	6
Revision 0.2: feature release.....	7
Platform targets.....	7
Module targets.....	7
Revision 0.1: Initial release.....	8
Platform targets.....	8
Module targets.....	8

## ***Revision 1.0: first named release***

### **Platform targets**

- License change to LGPL for non-commercial products
- License change to Creative Commons for commercial products

## **Revision 0.5: quality release**

### **Platform targets**

- The entire code-base must be compliant with the coding standard
- Test documents must be available for all modules (PVS)
- Design documents must be available for all modules (PDS)
- Requirement documents must be available for all modules (PRS)
- fix any and all known platform bug(s)

## **Revision 0.4: feature & port release**

### **Platform targets**

- All platform modules must compile without errors and warnings in release mode using:
  - Microsoft Visual Studio 2005
  - Microsoft Visual Studio 2003
  - recent version of MingW
  - recent version of GCC ( $\geq 4$ )Support for other compilers may be added but will not be officially supported in this release.
- Official support for a LUA scripting plugin which includes module bindings

### **Module targets**

gucefIMAGE:

- official support for a plugin(s) that support loading from a minimum of 8 popular image formats. and save in at least 4 formats.

## **Revision 0.3: feature & port release**

### **Platform targets**

- Remove all code designated as deprecated
- All code must be commented in accordance to the coding standard
- At least 1 Linux distribution will be officially supported
- The entire code-base must allow for 64-bit build configurations

### **Module targets**

gucefCOM

- support for a threaded event pump for all networking

gucefINPUT:

- Provide official support for a plugin that provides joystick / game-pad support

## **Revision 0.2: feature release**

### **Platform targets**

- Add the gucefPATCHER module to the platform as an official platform module.

### **Module targets**

gucefINPUT:

- Provide official support for a directInput based input driver plugin

gucefCOMCORE:

- FTP client implementation that works with at least 2 popular FTP servers and complies with the FTP protocol standard.
- POP3 client implementation
- SMTP client implementation

gucefVFS:

- Official support for a zip compression compatible pack reader plugin

## **Revision 0.1: Initial release**

### **Platform targets**

- The platform must include the following modules:
  - gucefCORE
  - gucefMT
  - gucefVFS
  - gucefIMAGE
  - gucefCOMCORE
  - gucefCOM
  - gucefINPUT
- All platform modules must compile without errors and warnings in release mode using Microsoft Visual Studio 2005. Support for other compilers may be added but will not be officially supported in this release.
- All modules should be tested using test applications. The test applications don't have to cover everything but one must exist per module.
- publish coding standard document
- publish platform roadmap document

### **Module targets**

gucefCORE:

- official support for a plugin that supports loading settings from XML

gucefIMAGE:

- official support for a plugin(s) that support loading from a minimum of 4 popular image formats and save in at least 1 format.

gucefMT:

- tests must be implemented and executed for all functionality in the gucefMT module, the module has to pass all tests.

gucefCOM:

- officially launch DRN support in this module.