GUCEF

Galaxy Unlimited Client Engine Framework

development roadmap

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Revision 1.0: first named 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 0.6: feature release

Platform targets

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

Module targets

gucefCOM:

- Provide official support for a bittorrent client, if needed by means of a plugin

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 (>= 3.4)
  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
- Support for hardware com-port's

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
  - gucefDRN
- 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
- License change to LGPL

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.