

Table 1: Revision History

Date	Developer(s)	Change
Sept 18 th	Michael Ilao	Tech Stack, POC, Coding Standard
Date2	Name(s)	Description of changes
...

Development Plan

SE 4G06

Team #6, AI Board Game
Ila Michael, ilaom
Bedi Hargun, bedih
Dang Jeffery, dangj12
Ada Jonah, karaatan
Mai Tianzheng, mait6

[Put your blurb here. —SS]

1 Team Meeting Plan

2 Team Communication Plan

3 Team Member Roles

4 Workflow Plan

- How will you be using git, including branches, pull request, etc.?
- How will you be managing issues, including template issues, issue classification, etc.?

5 Proof of Concept Demonstration Plan

The main risk

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

- Python will be used to develop the simulation engine and be used for simulation the AI players. The choice of this language is due to Python's

Machine Learning/Artificial Intelligence libraries and the support for Object Oriented Programming.

- To ensure common programming standards, developers will use pylint to maintain the same coding style across files. VSCode and prettier will be used for automatic formatting and linting.
- Pytest will be used for integration and unit testing.
- Coverage.py will be used for code coverage as it integrates easily with pytest.
- There are no immediate plans for Continuous Integration/Continuous Deployment
- 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

[\[How will the project be scheduled? —SS\]](#)