**Common Tactical Policies**

While designing a game we need to concern different type of needs, such as testing. This is

part of software engineering to keep track of product and meets the requirements. In game

design our policies were

Design name and a group web page

Divide team into subgroup to carry out different jobs & responsibilities

Group plan

Group communication ( SVN, email, SMS)

Coding style

Testing software

Maintenance software

User interface

Delivery of work