Table 1: Revision History

Date	Developer(s)	Change
	Name(s) Name(s)	Description of changes Description of changes
	•••	•••

SE 3XA3: Development Plan ohm

Team 4, ohm Jonathan Brown, brownjs2 Graeme Crawley, crawleg Ryan Marks, marksr2

Put your introductory blurb here.

- 1 Team Meeting Plan
- 2 Team Communication Plan
- 3 Team Member Roles
- 4 Git Workflow Plan

We will follow a feature branching model for source code and a linear commit process for document changes. In addition we will mandate code review and merge requests to force understanding of all code. Merge requests should be "Thumbs Upped" on Gitlab by both other developers before being merged by the author however this is not a hard rule: If a developer feels they must commit code to master or merge without approval they can, so long as they can feel the circumstances are justifiable. This was chosen over the gitflow model as gitflow's benefits are for tracking a software system with regular releases that must be maintained. As our software is in such early stages that we will not have legacy releases to maintain, the benefits of gitflow are negligible when compared to the organizational costs. The documents however will use a linear committing style to master as documents are easier to merge and there is a good deal of value in everyone being aware of unfinished sections of the document.

5 Proof of Concept Demonstration Plan

6 Technology

Ohm will be written in Java, with the desktop and potentially Android as our target platform. Gradle will be used a build tool and dependency manager. OpenCV, an open source image processing and computer vision library, will allow us to perform the required analysis of the input images of resistors.

7 Coding Style

All group members will adhere to the Google style guide for Java outlined here: https://google.github.io/styleguide/javaguide.html.

8 Project Schedule

A Gantt Chart that outlines the current project schedule can be found in the ProjectSchedule directory of this repository.

9 Project Review