# Introduction

This document specifies the requirements for the Team Code Contribution Report, to be completed by every GAM 150 team for the Prototype, Feature Complete, Content Complete, and Polish milestones.

# Objective

The objective of this report is to identify the code contributions of each member of the game team at the milestones. Individuals should also use the results from this report when writing their individual milestone reports.

# Submission Process

## Download Report Materials

A .zip file with the necessary materials for creating the reports is found on the GAM150 Moodle.

Extract the contents of the .zip file to an empty folder on your computer.

## Counting Lines-of-Code (LOC)

The following steps describe how to count the lines of code contained in .c files.

* Place all .c files in the “CFILES” subdirectory
  + (you can actually copy the entire project for simplicity)
* Double-click CLOC.bat
  + (this will take time to scan all files, the console window will disappear when complete)
* Verify that CLOC\_OUTPUT.CSV has been created
  + (this file will appear next to the .bat file you just clicked)

## Code Contribution Spreadsheet

The Team Code Contribution Report consists of a Microsoft Excel workbook containing the CLOC information generated above. A new workbook must be created for each milestone. ***Do not*** reuse the previous report when creating a report for a subsequent milestone.

* Make a copy of the blank workbook provided (“CLOC\_TeamName\_MILESTONENAME.xlsx”)
* Rename the copy of the workbook according to the following naming convention:
  + Replace “TeamName” with the name of your team, without any spaces
  + Replace “MILESTONENAME” with “PROTOTYPE”, “FEATURE”, “CONTENT”, or “POLISH”, as appropriate.
  + EXAMPLE file name: CLOC\_TeamAwesomeSauce\_FEATURE.txt
* Open the workbook using Microsoft Excel only.
  + **Do not** use similar products from other sources, as they may not maintain the formulas contained in the workbook
* Fill in the “CLOC Summary” spreadsheet
  + Click on the “CLOC Summary” tab in the workbook (at bottom left of window)
  + Enter your team name and game name
  + Use the drop-down to select the appropriate milestone
  + Enter the names of all team members
    - First name and last initial may be sufficient
    - Any unused roster cells should be empty (Delete “Name #”, as appropriate)
  + On all milestones other than Prototype, enter the lines of code count for each person from the previous milestone’s report.
* Copy the CLOC\_OUTPUT data into the “CLOC Data” spreadsheet using the following steps:
  + Open CLOC\_OUTPUT.CSV
  + Press <CTRL>-A to select the entire contents of the file
  + Press <CTRL>-C to copy the contents into the clipboard
  + Click on the “CLOC Data” tab in the workbook (at bottom left of window)
  + Click on cell A1
  + Press <CTRL>-V to copy the contents of the clipboard into the report spreadsheet
* Manually update spreadsheet values per file
  + In the “CLOC Data” spreadsheet, assign a percentage of each file to team members
  + Please don’t get super specific about this, most files should be 100% to a single person
  + Files can be split if multiple people worked on it or if large chunks come from outside the team (ie. CS230 or a volunteer)
  + Remember, NO code from CS230 may be counted as lines