Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| <11/10/2017> | <1.0> | <SDP First Draft> | <Atakan Atamert, Bora Berk Akdeniz, Orkun Doğan, Oğulcan Cingiler, Sami Menteş > |
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# Identification

## Document overview

This document contains the software development plan of software Shoot Shoot!

## Abbreviations

### Abbreviations

Shoot Shoot!: <The name of the software system to be developed>

UML: Unified Modeling Language

IDE: Integrated Development Environment

SRS: Software Requirement Specification

STP: Software Test Plan

SDD: Software Design Document

STR: Software Test Report

UE4: Unreal Engine 4

BDR: Blender

UDK: Unreal Development Kit

VS: Visual Studio 2017

## References

### Project References

| # | Document Identifier | Document Title |
| --- | --- | --- |
| [R1] | ID | Add your documents references.  One line per document |

# Software Development Activities

The section lists and describes the software development activities of Shoot Shoot! software development project.

## Software development process

This is a course project, which adopts the waterfall model as the software development process.

### Overview of process phases

The software development process for the project will be composed of the following phases:

* Planning
* Requirements Analysis
* Design
* Implementation
* Testing

These phases will follow each other sequentially, where each phase starts just after the completion of the previous one. The following Gantt chart depicts the planned start date and duration for the phases.

Include a Gantt chart here!

### Technical documentation

The following documentation is produced during the software development phases:

* Software specification: SRS, STP
* Software detailed conception: SDD
* Software tests phases : STR

### Deliverables

The following items will be delivered at the end of the process:

* Technical documentation as outlined in Section 2.1.2
* Software and its configuration files

## Software development tools

### Workstation

Atakan Atamert – Intel Pentium G3258 5.5 GHz-GTX 1060-16GB DDR3 Ram

Sami Menteş – MSI 60QE Apache – Intel i7- 16GB Ram – GTX 960M

Oğulcan Cingiler – Intel i5 – GTX940M – 6GB Ram

Bora Berk Akdeniz – Intel CPU – GTX 970 – 16GB Ram

Orkun Doğan – Intel i7 – GT755M SLI

### Requirements management and documentation

Microsoft Word, Gantt Project

### Software Design

Microsoft Visio

### Coding and automated tests

Microsoft Visual Studio 2017

### Configuration management

GitHub[[1]](#footnote-1) will be used for software configuration management and tracking issues regarding the software development. A public repository will be created for this purpose.

## Software development rules and standards

UML[[2]](#footnote-2) will be used for software design documentation.

ISO/ AEC Standards.

# Responsibilities

## Activities and responsibilities

|  |  |  |
| --- | --- | --- |
| **Activity** | **Responsibility** | **Comment** |
| Project management | AtakanAtamert-Orkun Doğan |  |
| Configuration tools management | Orkun Doğan |  |
| Script Management | Bora Berk Akdeniz, Oğulcan Cingiler, Sami Menteş |  |
| Software specifications | Atakan Atamert, Bora Berk Akdeniz, Orkun Doğan, Oğulcan Cingiler, Sami Menteş |  |
| 3D Graphic Assets | Atakan Atamert |  |
| Controller Management | Atakan Atamert, Bora Berk Akdeniz, Orkun Doğan, Oğulcan Cingiler, Sami Menteş |  |

# Risk Assessment

## Risk Analysis

|  |  |  |
| --- | --- | --- |
| **Risk** | **Probability** | **Effects** |
| The time required to develop the software is  underestimated | High | Serious |
| Required training for staff is not available | High | Serious |
| The size of the software is underestimated | High | Serious |
| A group member can not be able to work | Moderate | Tolerable |
| Workstation problems can occur | Low | Tolerable |

## Risk Planning

|  |  |
| --- | --- |
| **Risk** | **Strategy** |
| Underestimate develop time | Increase worktime |
| Training insufficient | Increase training volume |
| Underestimated software size | Decrease functionalities |
| Missing staff member | Increase workload |
| Workstation problems | Increase workload and repair |

1. http://www.github.com [↑](#footnote-ref-1)
2. http://www.uml.org/ [↑](#footnote-ref-2)