

Table 1: Revision History

Date	Developer(s)	Change
2016/09/29	Shady Nessim	Rough Draft
2016/09/29	John-Paul Dakran	Revision #1
2016/09/29	Kareem Abdel Mesih	Revision #2
2016/09/30	Shady Nessim	Linked Gantt Chart
2016/09/30	All	Final Revision

SE 3XA3: Development Plan

DNA Says

Team 10, Team Name: DNA
Kareem Abdel Mesih (abdelk2)
John-Paul Dakran (dakranj)
Shady Nessim (nessimss)

1 Team Meeting Plan

- When- Wednesdays at 10:30 AM - 11:20 AM
- Where- ETB Cafe
- Frequency- Every week, unless it is unnecessary
- Roles:

Kareem

- Record the required soundclips
- Create the required shapes and buttons
- Program the logic/back-end
- Prepare meeting discussions

John-Paul

- LaTeX preparations and organization
- Program the user interface/front-end

Shady

- Git preparations and organization
- Test the code and maintain it
- Rules for Agendas
 - Kareem will chair the meetings.
 - Take turns to record minutes, written statement and homework.

2 Team Communication Plan

- Git Repository: share project files
- Email/Facebook Messenger: share other files
- Phone/SMS: discussions, questions and tips
- Issue Tracker: issues that come up

3 Team Member Roles

- Leader: Kareem
- Scribe: different person every meeting
- Knowledge and Experience (1-7):
 - Kareem- Documentation: 7, Git: 2, LaTeX: 3, Technology: 7
 - JP- Documentation: 5, Git: 5, LaTeX: 3, Technology: 6
 - Shady- Documentation: 5, Git: 4, LaTeX: 2, Technology: 5
- Roles: (as stated before)

Kareem

- Record the required soundclips
- Create the required shapes and buttons
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John-Paul

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Shady

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4 Git Workflow Plan

- All issues will be posted on the issue tracker.
- Descriptive commit messages will be used when committing to Git.
- Milestones will be set, along with their expected completion date and posted on Git for all group members to be aware of.
- Labels will be used to prioritize and organize issues, and merge requests when needed.

5 Proof of Concept Demonstration Plan

- The implementation of this project should not be difficult, however the process of recording the sounds will be time consuming.
- Testing should also not be difficult, as strings will be used and compared to test the addition of new moves to the previous pattern.
- Testing with family and friends will play an integral role in determining the functionality of the program.
- This code will run on any platform that can run Python.
- Pygame is required to develop this project. It is simple to install once one knows which versions are compatible with the current version of Python (3.5).

Overcoming Risks: With regards to compatibility issues, the latest pygame was released in 2009, which fortunately enough is compatible with the current Python version available. However, if Python releases a new update, it might not be compatible anymore. The option to download an older version of Python is still available however, and can be used to continue the project. In fact, there would be no need to update, if one happens to be available.

6 Technology

- Python will be used to develop this project.
- It will run in its basic IDE Version 3.5.
- Framework testing will be automated to test the different cases and outcomes of the game. Family and friends will test the overall functionality and performance of the game.
- LaTeX will be used to generate required documents.

7 Coding Style

- Descriptive variable names
- Descriptive function names
- Consistency in spacing:
 - One space before and after the operators
 - No spaces on the insides of any brackets
 - One empty line to separate blocks

- One space before line comments
 - No spaces in between block comment and code blocks
- Comments
 - Descriptive
 - Not too short of a sentence
 - Not everywhere, only when required

8 Project Schedule

- [Gantt Chart](#)

9 Project Review

- Reflection?
- What went well?
- What did not go well?
- Modifications to the development plan?
- Modifications to team meetings, roles and communication? Time management?