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| **Changelog** | | | | |
| **Project:** Team Decided Raft Consensus | | | | |
| **Please note, hyperlinks in Section are linked to nearest subheading** | | | | |
| **ID** | **Section** | **Type** | **Description** | **Notes/Justification** |
|  | Project Vision,  User Environment,  Example Scenario 1 |  | Specifying .NET core server to drive home target market |  |
|  | Project Vision,  User Environment,  Example Scenario 1 |  | Directly specifying how example scenario 1 would make use of this library |  |
|  | Project Vision,  User Environment,  Example Scenario 2 |  | Rephrase sentence for clarity |  |
|  | Project Vision,  Product Overview,  Needs and Features (Functional requirements) |  | Added hyperlinks to Prototypes to our Nuget package |  |
|  | Project Vision,  Product Overview,  Needs and Features (Functional requirements) |  | Moved Log Compaction requirement to Version 1.0 instead of Prototype | We think this is still an important feature, however it does not fall on the critical use case which is the requirement of Prototype milestone. This will be implemented later. |
|  | Project Vision,  Product Overview,  Needs and Features (Functional requirements) |  | Dropping Warm Node feature | We don’t believe this is an important feature to the product, perhaps it may be included later in an extended life cycle of the library, however we won’t be adding it for this project. The use case just isn’t that critical. |
|  | Project Vision,  Product Overview,  Needs and Features (Functional requirements) |  | Changing Ability to Pick Ideal Leader to “Ability to attempt to designate a node to run the UAS” | Picking an ideal leader is very hard to implement, and heavily dependant on how each UAS defines fitness. We think it’s better to leave that scope to the UAS developers, however we then need to add the ability to attempt to make a node the leader of the cluster. They can use this on their fittest server to start/takeback UAS. |
|  | Project Vision,  Product Overview,  Needs and Features (Non-functional requirements) |  | Added hyperlinks to Prototypes to our Nuget package |  |
|  | Project Vision,  Product Overview,  Needs and Features (Non-functional requirements) |  | Changing the release of the Nuget package to Prototype from Final | Part of the requirements for the prototype were “deployed in the intended production environment”, this change directly ticks that requirement |
|  | Project Vision,  Product Overview,  Needs and Features (Non-functional requirements) |  | Removing Network Agnostic option from compatibility non-functional requirement | We don’t believe this is an important feature to the product, perhaps it may be included later in an extended life cycle of the library, however we won’t be adding it for this project. The use case just isn’t that critical. Although it’s a relatively simple add, to confidently consider it working we’d need to implement and tests a second networking stack using it. |
|  | Project Vision,  Product Overview,  Justification |  | Adding the caveat to using the library in a 30-60 tick game of needing performance analysis to be run first | Although, calculations of round trip time conditions can show that this is possible, we’re aware the algorithm is currently running too slowly and needs performance analysis to be able to function at this level. |
|  | Project Vision,  Product Overview,  Justification |  | Rewriting to paragraph about justifying removing Ability To Pick Ideal Leader feature | As stated above, implementing the feature is unreasonably cumbersome and UAS specific. So we’ll be leaving this up to, and enabling the ability for, the people to implement the ideal leader selection themselves. |
|  |  |  | Deleted paragraph justifying Warm Nodes | As stated above, we don’t believe this feature is so important |