

Development Plan

ProgName

Team #, Team Name
Student 1 name
Student 2 name
Student 3 name
Student 4 name

Table 1: Revision History

Date	Developer(s)	Change
Date1	Name(s)	Description of changes
Date2	Name(s)	Description of changes
...

[\[Put your introductory blurb here. —SS\]](#)

1 Team Meeting Plan

2 Team Communication Plan

3 Team Member Roles

4 Workflow Plan

- How will you be using git, including branches, pull request, etc.?
- How will you be managing issues, including template issues, issue classification, etc.?

5 Proof of Concept Demonstration Plan

The end goal of the team this year will be to complete and submit a working model during the 2024 eRisk competition. No information regarding the tasks to be completed during the competition are released until it starts. The primary

challenge the team will face prior to the start of the competition will be gaining the knowledge of natural language processing necessary to build a successful model during the competition. The main risk the team faces during this time is being unprepared for the competition.

During the proof of concept demonstration the team plans to present a successful recreation of the gambling task in this past eRisk submission: <https://ceur-ws.org/Vol-2936/paper-83.pdf>. The goal is to demonstrate how much the team has learned and to set a clear timeline for where the team's knowledge should be in November.

6 Technology

- Specific programming language
- Specific linter tool (if appropriate)
- Specific unit testing framework
- Investigation of code coverage measuring tools
- Specific plans for Continuous Integration (CI), or an explanation that CI is not being done
- Specific performance measuring tools (like Valgrind), if appropriate
- Libraries you will likely be using?
- Tools you will likely be using?

7 Coding Standard

8 Project Scheduling

[How will the project be scheduled? —SS]