

Table 1: Revision History

Date	Developer(s)	Change
Sep 26 2018	Mohammed Mirajkar	Proof of Concept
Sep 26 2018	Jinesh Patel	Workflow and Communication plans
Sep 26 2018	Sankar Renganathan	Gantt Chart

SE 3XA3: Development Plan

Group 2

Team #2, JSM Corporation
Mohammed Mirajkar - mirajkam
Jinesh Patel - patelj60
Sankar Renganathan - renganas

Team Meeting Plan

- Thode Library and ITB
- Twice or 3 times a week between 5-7 pm + lab hours
- Roles and time are flexible and can be changed
- Logs will be created for every meeting
- All team members must attend

Team Communication Plan

- Facebook: Used for Daily Conversation about the project and issues)
- Discord: Used for important ambiguous topics that require oral communication to gain a proper understanding
- Email: Used as a back up means of communication if any of the above means of communications fail

Team Member Roles

- Mohammed Mirajkar - Developer , Scribe, Communications Organizer
- Jinesh Patel - Developer, Head Programmer, Technology expert, Git manager
- Sankar Renganathan - Developer, Creative Head, LaTeX manager

Git Workflow Plan

- Commit to branch
- Branch to modify code
- Git pull every time an update is made
- Merge onto master when completing the branch
- Use branches for bug fixes
- Tags represent different revisions of a file

Proof of Concept Demonstration Plan

Risks

A significant risk with our program is that the AI may be very slow to make a move. The algorithm for making a competent AI is very complicated and it is very easy to make a mistake. In order to overcome the problem we can model our algorithm based on an already existing algorithm for othello. [If we do use an existing AI algorithm, we will reference it on our code](#)

Implementation

[We will show a functional implementation of othello without any features, excluding the reset button. We will do a quick run through of the game showcasing that all the rules of othello are obeyed by our program. We will showcase that invalid moves do not work and that every valid move is showcased. The proof of concept AI will be a simple random AI in order to prevent complications and strictly show the progress of the program](#)

Testing

Testing whether our AI is competent is a hard task. There is no clear method to test competence and the whole testing process shall be abstract. However, testing whether the game of othello is implemented properly will be much easier. We will be using JavaScript unit testing frameworks such as [Jest](#) in order to test whether the game of othello is implemented properly.

Required Library

The Required library is simple to install. The open sources project of othello has already been installed in our respective git repositories.

Portability

Portability is not a concern because the project will be a browser based application. It will be able to run on platform via any web browser.

Technology

Programming Language: HTML/CSS/JavaScript

IDE: Visual Studios

Testing framework: Jasmine (Javascript Testing Framework)

Coding Style

Naming

- Global variables should all be upper case
- Constants should all be uppercase
- Camel case format is used for naming variables, functions and objects
- Names for functions, variables and objects must start with a letter

Spaces/Indents

- Line length should be ≤ 50 characters
- Code inside a compound statement or function must be indented by 4 spaces
- Code blocks should consist of ≤ 10 lines of code
- Every Code block must be separated by a space
- Spaces must be put around basic operators (-, +, /, *)

Statements

- All statements should end with a semicolon excluding complex statements
- The beginning curly brace of the compound statement must start at the end of the first line of the compound statement
- The ending curly brace must be on a new line without any leading spaces

Object

- The opening curly brace must be on the same line as the object name declaration
- The ending curly brace must be on a new line without any leading spaces

Project Schedule

Project Schedule is in the git repository.

<https://gitlab.cas.mcmaster.ca/patelj60/3XA3-G02-Othello/tree/master/ProjectSchedule>

Project Review

N/A