

Table 1: Revision History

| Date | Developer(s) | Change |
|-------------|----------------------------|--------------------------------------|
| 2018-06-26 | Muhammad, Brian, Shivaansh | Added first change for every section |
| Date2 | Name(s) | Description of changes |
| ... | ... | ... |

SE 3XA3: Development Plan

Zombie Survival

Team 6, Team Name
Mohammad Hussain name hussam17
Brian Jonatan, jonatans
Shivaansh Prasann, prasanns

September 26, 2018

Put your introductory blurb here.

1 Team Meeting Plan

Mondays: 2:30PM - 4:30PM (HSL Library)
Tuesdays: 5:00 PM - 7:00 PM (HSL Library) (as and when needed)
Tuesdays: 7:00 PM - 9:00 PM (ITB 236 Lab)
Wednesdays: 12:30 PM - 2:30 PM (ITB 236 Lab)

2 Team Communication Plan

Discord Server (Audio calls for meetings)
Facebook Group Chat for general inquiries

3 Team Member Roles

Brian Jonatan - Developer and Tester
Mohammad Hussain - Developer and Scribe
Shivaansh Prasann - Developer and Project Manager

4 Git Workflow Plan

Each developer has their own branch. Code reviews will be conducted during meetings and once all individual branches are fully functional each branch will be merged to master. Tags will be used after pushing each deliverable for the project.

5 Proof of Concept Demonstration Plan

6 Technology

Programming Language: C#

IDE: Visual Studio

Testing Framework: Unity3D

Document Generation: XML Documentation Comments

7 Coding Style

C# Coding Conventions (C# Programming Guide)

URL: <https://docs.microsoft.com/en-us/dotnet/csharp/programming-guide/inside-a-program/coding-conventions>

8 Project Schedule

Provide a pointer to your Gantt Chart.

9 Project Review