CSE 201 Configuration Management Plan Document

Team Member Names

Group 16 - Nicole Roark, Dante Wu, Lei Liu, and Robbie Ritchie

Team Project Title

Dot Bomb

Project Description

We are creating a multiplayer online game that we will be hosting on a server. The object of the game will be to fill the entire board with your player color. Users will take turns selecting a circle to place one of their dots. If the circle has n number of neighbors, once that dot has n+1 dots in it, the dots will overflow into the neighboring circles. This is how a user can 'take over' other players' circles. Once one player fills the entire board with their color, the game is over. We will allow users to login and have an account which will let them save unfinished games and have a win/lose streak. While in a game, users can change their color and shape of dots. They can also choose from multiple board layouts before a game starts

Team Responsibilities

Member Name	Git User ID	Responsibility
Nicole Roark	n4cho6	Project Manager, Meeting Coordinator, Assistant Coder
Dante Wu	DanteWu	Presentation, Documentation, Basic Game Mechanics
Lei Liu	liulei229332924	Testing, Documentation
Robbie Ritchie	ritchirp	Technical Manager, Lead Coder

Project Repository

https://github.com/n4cho6/CSE201

Branching Strategy

Because Git saves all past commits, this lets us return to a previous version of the game if we make a large error, delete chunks of code, or simply do not like a change that has been made. We plan to make all updates to the same file.

Version Release Plan

Version Number or Label	Features /Bug fixes Included in version	Remarks
Early access	Basic mechanics of the game with no customization	Administrators only
0.8	Additional functions added like color selection.	Public local
0.9	Login capabilities, profile page, and chat commands.	Online version
1.0	User can add friends and join lobbies.	Full version

Code Check in Plan

We have two main coders who will be doing code check - in and will be bouncing ideas and strategies off of each other. Both people have access to changing code directly without having to check in code and wait for it to be reviewed. The other two group members are in charge of documentation and testing the current code to check for bugs. If a bug is found, they can either try to find a solution themselves or can inform the rest of the group and we can all work on finding a solution together (depends on complexity of the bug and how much we are trying to get done in the current iteration).