Development Plan
Poker Project

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April 12, 2022

Table 1: **Revision History**

Date	**Version**	**Notes**
Feb 4, 2022	1.0	Initial Draft
April 12, 2022	2.0	Revision 1

1 Introduction

This document outlines the plans for the development process including communication plans,

2 Team Meeting and Communication Plan

Our meeting plan will be to attend both of our lab sections, on Mondays and Thursdays. Mondays can be where we re-centralize our code and assign roles for the coming week, and Thursday sessions will be for checking in on progress and re-configuring workloads if need be. For tighter time crunches, a session on the weekend can be scheduled at a time that works for all team members. If a member has to miss a meeting, the minutes and important details will be provided to them, as well as their role for the week.

Additionally, a rough UML dependency hierarchy will be incrementally developed throughout our meetings so that we can focus our efforts on working bottom-up through the hierarchy, minimizing 'ghost references' to unmade but expected modules.

In terms of communication, we believe that teams is more than adequate in facilitating our meetings. Additionally, teammates will exchange numbers to ensure that they can always be reached, should the need arise.

3 Team Member Roles

Due to the small size of the team, we have decided not to elect a project manager, opting instead for a democratic project hierarchy. Ultimately, under these circumstances in a group of three, the best ideas and priorities should still float to the top, as options that are deemed best by a majority of the group can be voted in two-to-one, ensuring that the project does not stagnate and that no one member can prioritize their ideas over any other. Additionally, we have assigned each member of the group to focus on a certain portion of the development with Safwan covering the server and controller development, Eamon covering the data and model architecture and Tyler working on the development of the view.

4 Git Workflow Plan

We will be implementing a centralized workflow plan, wherein each member can take time during the meeting to summarize what they completed, push their code, so that any conflicts can be resolved as a group. We would like to ensure that by the end of every session, all changes have been centralized so that team members are pulling from identical source code for the next session.

The project workload will also be split up into individual tasks that can be assigned to each group member. Each task will be defined such that it has minimum dependency on any other tasks. This method will minimize the amount of merge conflicts that we may have when we combine our code during meetings.

5 Proof of Concept Demonstration Plan

The most significant risks are implementing the GUI (guaranteed risk), and implementing online play, an optional source of risk that we have been seriously considering. Depending on whether or not we wish to pursue this option, which will be decided and finalized in our upcoming meetings, we will possibly need to demonstrate this online play. Regardless, our proof of concept will be a demo of the GUI, in either online or offline play, which will involve some degree of playability or simulation of a poker game. At that time, we may simply use a text-based GUI using the console, but later on it can be made using Unity and JavaScript.

6 Technology

We will be programming in Java, and may use JavaScript for the development of the GUI. The technology required for online play is a server implemented and controlled through java. All client-server data processing will be done through java as well.

7 Coding Style

We will be programming in Java, and as such our hand is forced towards OOP. We will be implementing our program using the MVC (Model View Controller) architecture, as it is an ideal structure for playable games. In terms of heuristics for the programming itself, we will be prioritizing generality in our base code as well as designing for change, such that adding and implementing further forms of poker or even non-gambling card games will be exceptionally easy. This seems like the best course of action and the most logical, as every card game's model is identical; one deck of cards, and some variable hand size. Rules can be scripted in the particular controller for each game type, and new games could be added and created overnight. We will also be prioritizing run time over memory, as the memory required will be inherently low when the model is capped at 52 cards.

8 Project Schedule

3XA3 Group 12 - Poker

Feb. 4, 2022

http://

Project manager	
Project dates	Feb. 4, 2022 - Apr. 12, 2022
Completion	0%
Tasks	17
Resources	3

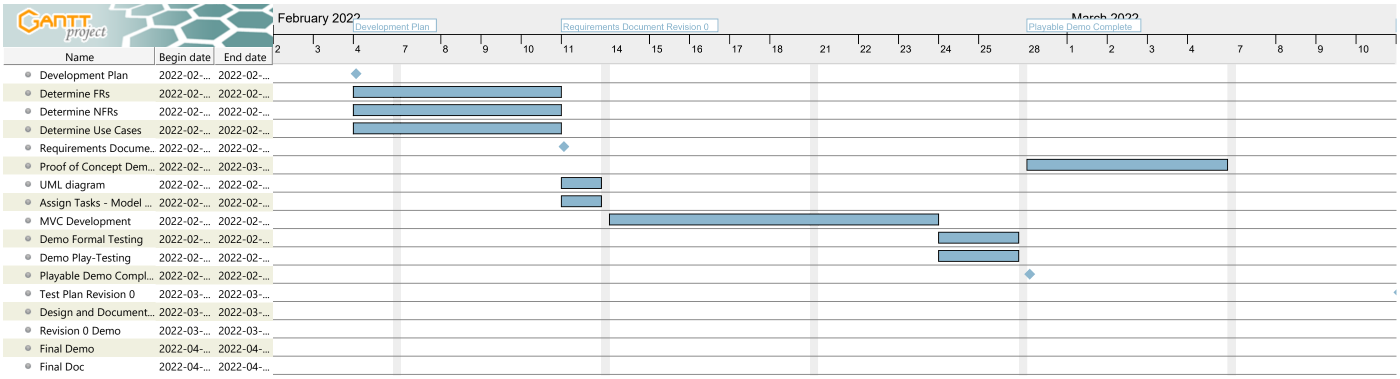
Tasks

Name	Begin date	End date
Development Plan	2022-02-04	2022-02-04
Determine FRs	2022-02-04	2022-02-10
Determine NFRs	2022-02-04	2022-02-10
Determine Use Cases	2022-02-04	2022-02-10
Requirements Document Revision 0	2022-02-11	2022-02-11
Proof of Concept Demo Week	2022-02-28	2022-03-04
UML diagram	2022-02-11	2022-02-11
Assign Tasks - Model Development	2022-02-11	2022-02-11
MVC Development	2022-02-14	2022-02-23
Demo Formal Testing	2022-02-24	2022-02-25
Demo Play-Testing	2022-02-24	2022-02-25
Playable Demo Complete	2022-02-28	2022-02-28
Test Plan Revision 0	2022-03-11	2022-03-11
Design and Document Revision 0	2022-03-18	2022-03-18
Revision 0 Demo	2022-03-21	2022-03-25
Final Demo	2022-04-04	2022-04-08
Final Doc	2022-04-12	2022-04-12

Resources

Name	Default role
Eamon Earl	undefined
Tyler Magarelli	undefined
Safwan Hossain	undefined

Gantt Chart



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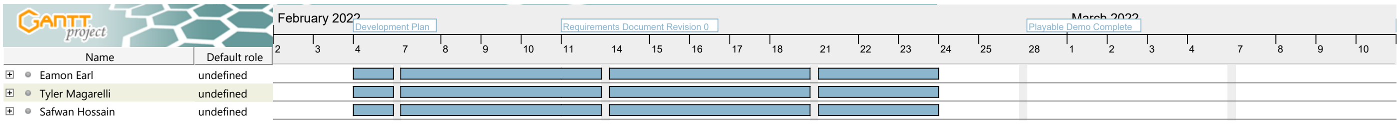
Resources Chart



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