# Development Plan Software Eng

Team #, Team Name
Student 1 Matthew Collard
Student 2 Sam Gorman
Student 3 Ethan Kannampuzha
Student 4 Kieran Gara

Table 1: Revision History

Date	Developer(s)	Change
2023/09/15 Date2	Matthew Collard Name(s)	Team Member roles added Description of changes
•••		

[Put your introductory blurb here. —SS]

## 1 Team Meeting Plan

Our Plan is to have a meeting every capstone lecture that is not software eng, or is not running. When we are behind on a deliverable, we will schedule a meeting during our time between classes to meet and go over what we will need to accomplish before the due date.

#### 2 Team Communication Plan

For most issues, we will communicate over Discord with each other. Matthew is in charge of communicating with the profs/supervisor. In addition, we will also have a meeting with Irene Yuan every week during Irene Yuan's Office hours.

# 3 Team Member Roles

Role	Name	Responsibility
GitHub	Sam	Merge and
Administrator	Jaiii	maintain Github
Administrator		Branches
Final Revision	Kieran	Last editor of
Editor	Rician	requirements
Lattor		documents, makes
		sure we adhere to
		writing guidelines
Communication	Matthew	Communicates
Director	Widonicw	with the
Director		Supervisor/Prof
		and any
		stakeholders
Meeting Minute	Ethan	Keeps track and
Writer	Bulleti	writes down the
, , , , , , , , , , , , , , , , , , ,		meeting minutes
Lead Developer	Kieran	Leads the
Bead Beveloper	THOI WII	development
		process, makes
		sure we are on
		the right track to
		complete our
		goals at the
		agreed upon due
		dates
Lead UI Designer	Matthew	Makes sure the
		user interface is
		clear to the user,
		and functioning.
		Implements UI
		based code such
		as buttons
Functional	Ethan	Makes sure every
Requirement		function
Lead		requirement is
		met during the
	~	coding process
Non-Functional	Sam	Makes sure every
Requirement		NFR is met
Lead		during the coding
		process

#### 4 Workflow Plan

- For Git, we will have a master branch that will always have a working codebase, and upto date documentation. We will have a second branch called develop, this is the development branch, and all our new changes get merged into this branch. It is meant to be unstable and most of our issues will pop up in this branch. Every time develop has a stable build, we will push the code into master. We will have branches off of develop that we are going to use as our feature branches, every new line of code gets written in these branches, and when the feature is done it will get merged into develop. This double buffer system ensures we always have working code easily accessible in master. Sam will be responsible for merging develop into master.
- How will you be managing issues, including template issues, issue classification, etc.?

### 5 Proof of Concept Demonstration Plan

What is the main risk, or risks, for the success of your project? What will you demonstrate during your proof of concept demonstration to convince yourself that you will be able to overcome this risk?

### 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]