

Introduction

This plan's purpose is to provide a clear and decisive plan for us as developers to follow. Its purpose is also to give us order on how we plan on managing the configuration of our product. This scope of this application is to be designed for users with interest in strategy and competitiveness. This product's purpose is to emulate the board game Quarto and will include features like rotating the board, tutorials, AI mode. We also plan on having a store where players can purchase new skins for their board pieces as well as backgrounds. Some key terms we mention in this document are Product Owner, Scrum master. Product owner is described in the SCM Management section along with the Scrum master. We reference definitions of our SCM Activities from *Software Engineering tenth edition (2016)* by Ian Sommerville.

SCM Management

The two following roles are passed amongst the group members each sprint. With each member doing each role at least once, the entire team is able to contribute in different ways. The team members who will be rotating these roles are Austin, Alex, Forrest, Peter, and Spencer.

Product Owner: Assigning tasks, organizing and creating tasks during sprint. The product owner will manage the sprint and product backlog. This ensures that he may determine what is done, and what needs to be done for the sprint.

Scrum master: Recording progress, individual task overseeing, meeting coordination. This team member will coordinate scrum meetings and facilitate the work of the team. If something needs to be done, he will work with the product owner to assign tasks and ensure completion.

SCM Activities

System building- This is the process of assembling program components, data, and libraries, then compiling and linking these to create an executable program. Unity is used to create and build the program for Windows.

Version control- This involves keeping track of the multiple versions of system components and ensuring that changes made to components by different developers do not interfere with each other. GitHub is used to control the source code and files for Unity.

Change management- This involves keeping track of requests for changes to delivered software from customers and developers, working out the costs and impact of making these changes, and deciding if and when the changes should be implemented. ZenHub is used to control the KanBan project management discussed here.

Release management- This involves preparing software for external release and keeping track of the system versions that have been released for customer use.

SCM Schedule

System Building will be done before first release. Version control will be an ongoing process, from the start of development until after the release. Change management and release management will both take place after the first release with periodic releases to fix bugs/ address problems, etc.

SCM Resources

Primary tools: Unity 2019 for software development. [Github](#), [Zenhub](#) for organization. Discord for communication. All five members of Five Guys development team participate, rotating roles of scrum master and product owner every sprint.

SCM Plan Maintenance

The team will meet regularly via discord or github to record progress and plan future releases, maintenance etc pertaining to SCM. This maintenance will correspond with the weekly sprint review, allowing the team to see what is done, and what still needs to be done.