

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 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

Product Owner: Assigning tasks, organizing and creating tasks during sprint.

Scrum master: Recording progress, individual task overseeing, meeting coordination

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.

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.

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.

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.