**CMPT 370 D1**

**MAINETENCE MANUAL**

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Contents

[1 INTRODUCTION 2](#_Toc468614957)

[1.1 TEAM MEMBERS 2](#_Toc468614958)

[2 AS-BUILT ARCHITECTURE 2](#_Toc468614959)

[3 AN OVERVIEW OF COMPLEX PARTS 2](#_Toc468614960)

[4 EXTERNAL LIBRARIES 2](#_Toc468614961)

[5 COMPILATION AND RUN INSTRUCTIONS 2](#_Toc468614962)

# **1 INTRODUCTION**

This maintenance manual has been created to help keep the Robot Game system manageable. It will contain a high-level overview of the as-built architecture of the system, a description of external libraries used, and details about complex pieces of the system.

## TEAM MEMBERS

|  |  |
| --- | --- |
| **Resource Name** | **Role** |
| Dimaano, Nico | Developer / Tester |
| Neijmeijer, Niklaas | Developer/ Tester |
| Seidenthal, Kyle | Developer / Tester |
| Sterma, Brendon | Developer / Tester |
| Zang, Jiawei | Developer / Tester |

# **AS-BUILT ARCHITECTURE**

# **AN OVERVIEW OF COMPLEX PARTS**

# **EXTERNAL LIBRARIES**

# **COMPILATION AND RUN INSTRUCTIONS**