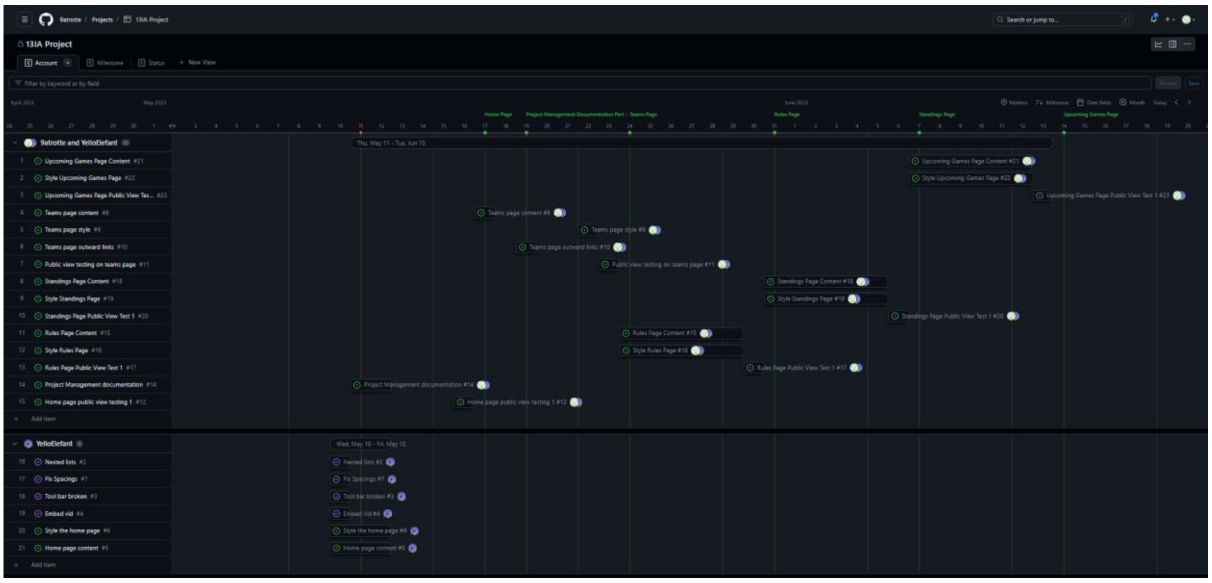
Tools

My main tool will be git and GitHub for all management, tracking and contributions. The way I have decided to use the tool and plan to incorporate it into the project will be outlined below.

Main view

The main way I will see my timeline and see what needs to be done, on hold, being done, in testing, and finished is with the GitHub project which is attached to the repository that is for this project [13IA Repo](). this project view is very in-depth and has a lot to it, most notably is the different views which basically incorporates different ways of seeing the project and allows me to see it in different styles and filters. The project and repo have already been set up and I have been following it so far.
For the views I have set up 3



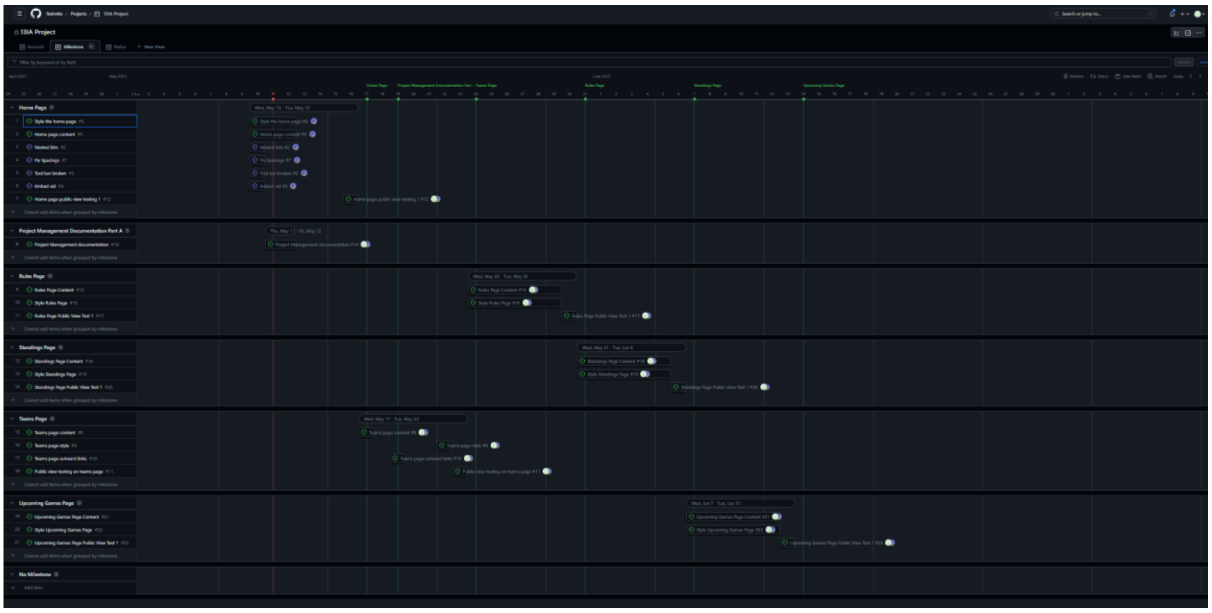
9atrotte and YelloElefant — Thu, May 11 - Tue, Jun 13

1. Upcoming Games Page Content #21
2. Style Upcoming Games Page #22
3. Upcoming Games Page Public View Tes... #23
4. Teams page content #8
5. Teams page style #9
6. Teams page outward links #10
7. Public view testing on teams page #11
8. Standings Page Content #18
9. Style Standings Page #19
10. Standings Page Public View Test 1 #20
11. Rules Page Content #15
12. Style Rules Page #16
13. Rules Page Public View Test 1 #17
14. Project Management documentation #14
15. Home page public view testing 1 #12

YelloElefant — Wed, May 10 - Fri, May 12

16. Nested lists #2
17. Fix Spacings #7
18. Tool bar broken #3
19. Embed vid #4
20. Style the home page #6
21. Home page content #5

This one is by account more specifically my home account and my school account. This allows me to see what tasks I have set to be done at home and at school or both.



Home Page — Wed, May 10 - Tue, May 16

1. Style the home page #6
2. Home page content #5
3. Nested lists #2
4. Fix Spacings #7
5. Tool bar broken #3
6. Embed vid #4
7. Home page public view testing 1 #12

Project Management Documentation Part A — Thu, May 11 - Fri, May 12

8. Project Management documentation #14

Rules Page

9. Rules Page Content #15
10. Style Rules Page #16
11. Rules Page Public View Test 1 #17

Standings Page

12. Standings Page Content #18
13. Style Standings Page #19
14. Standings Page Public View Test 1 #20

Teams Page

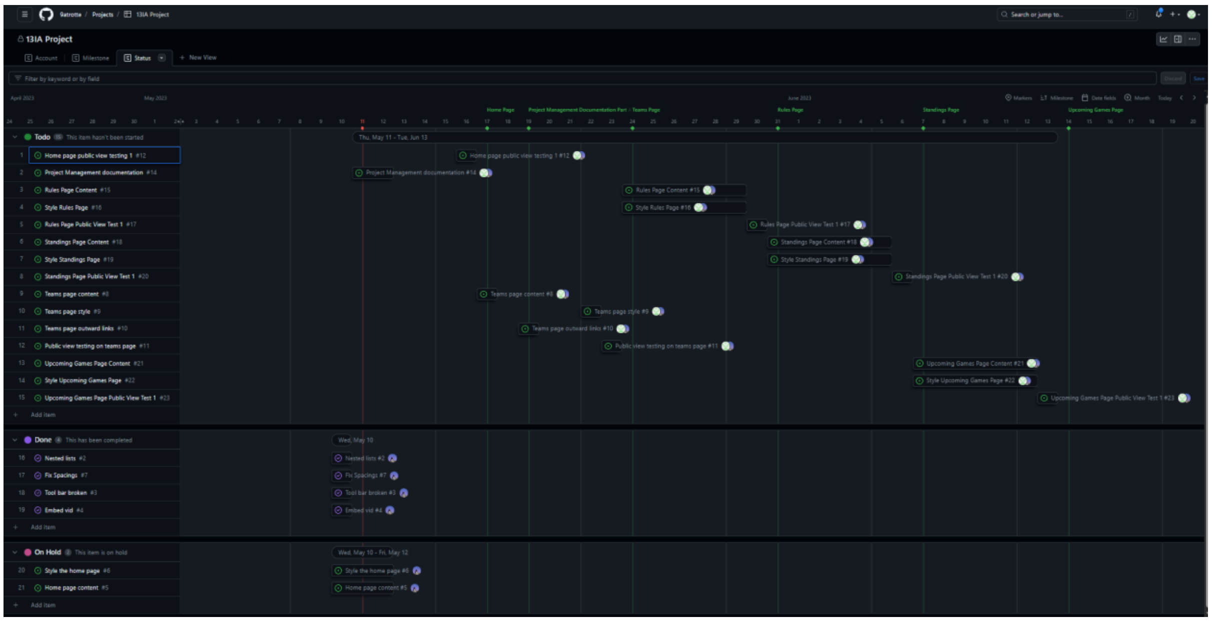
15. Teams page content #8
16. Teams page style #9
17. Teams page outward links #10
18. Public view testing on teams page #11

Upcoming Games Page

19. Upcoming Games Page Content #21
20. Style Upcoming Games Page #22
21. Upcoming Games Page Public View Test 1 #23

No Milestone

This is set out by [Milestone]() (this will be explained later) but this will allow me to see what tasks need to be done and when for different stages in the project



9atrotte / Projects / 13IA Project

13IA Project

Account | Milestone | Status | + New View

Todo (15) This item hasn't been started — Thu, May 11 - Tue, Jun 13

1 Home page public view testing 1 #12
2 Project Management documentation #14
3 Rules Page Content #15
4 Style Rules Page #16
5 Rules Page Public View Test 1 #17
6 Standings Page Content #18
7 Style Standings Page #19
8 Standings Page Public View Test 1 #20
9 Teams page content #8
10 Teams page style #9
11 Teams page outward links #10
12 Public view testing on teams page #11
13 Upcoming Games Page Content #21
14 Style Upcoming Games Page #22
15 Upcoming Games Page Public View Test 1 #23

Done (4) This has been completed — Wed, May 10

16 Nested lists #2
17 Fix Spacings #7
18 Tool bar broken #3
19 Embed vid #4

On Hold (2) This item is on hold — Wed, May 10 - Fri, May 12

20 Style the home page #6
21 Home page content #5

The last one is set out by status, basically just tasks that are to do, done, testing, on hold or in progress.
These views allow me to easily see what needs to be done and when but also be able to move things around when needed.

Schedule changes

Schedule changes will happen sometime through the project and will follow a few rules,

1. If a task has been started it cannot be moved in the timeline it may only be extended to show whether I am behind or ahead of schedule.
2. If a tasks end date gets hit but is still not completed it too cannot be moved, only extended to ensure completion, also an announcement will need to be made to document what has happened and why it was not completed to raise any hard tasks that may need more focus or time.
3. Any task that has not started is free to move how it likes but it will need to try to stay within the milestones time frame.
    a. This will not always be able to happen, but if a task goes on hold and the milestone end date is reached it is acceptable to extend it outside the date, but an announcement will be made, and the milestone will need to be extended.
4. Any change in a task time frame will need to be commented on the task to explain why it has moved and the new projection given.
5. Any tasks that need to be re-opened will be treated as a new task and are allowed to be outside of the milestone time frame, but this will need to be announced and commented on in the task itself.

Progress reviews

Progress reviews will happen every Friday with work mates in class and a stakeholder meeting on Monday this will be set up as a task on the board and will have any feedback commented on the discussions board and on the task itself for redundancy and ease of use.

Tool

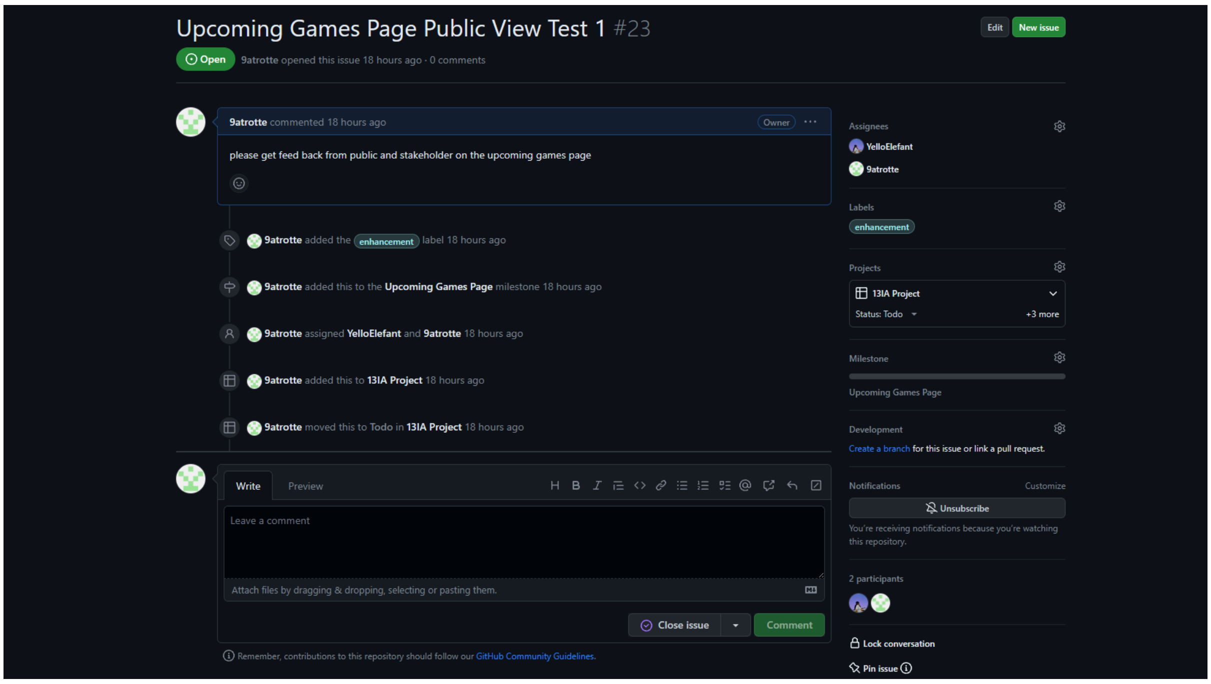
Timeline

My "week"

My work week will be measured in a Wednesday-to-Wednesday style. As I have weekly meetings with my stakeholder on Wednesday and milestones will need to be completed before each meeting
Each milestone/task will start on the Wednesday and end on the next Tuesday as this will ensure that the task/tasks are completed before the meeting but the morning of the meet can be used to fix any little tasks that need to be done before the meeting, these will be labelled with the important tag to show that they are needed to be rushed before the meeting. Most tasks and milestones will revolve around the weekly meeting with my stakeholder.

How tasks get made

All tasks will be made as a GitHub issue on the repository, like so…


Upcoming Games Page Public View Test 1 #23

Open 9atrotte opened this issue 18 hours ago · 0 comments

9atrotte commented 18 hours ago — Owner

please get feed back from public and stakeholder on the upcoming games page

9atrotte added the enhancement label 18 hours ago

9atrotte added this to the Upcoming Games Page milestone 18 hours ago

9atrotte assigned YelloElefant and 9atrotte 18 hours ago

9atrotte added this to 13IA Project 18 hours ago

9atrotte moved this to Todo in 13IA Project 18 hours ago

Assignees: YelloElefant, 9atrotte

Labels: enhancement

Projects: 13IA Project — Status: Todo — +3 more

Milestone: Upcoming Games Page

Development: Create a branch for this issue or link a pull request.

Notifications: You're receiving notifications because you're watching this repository.

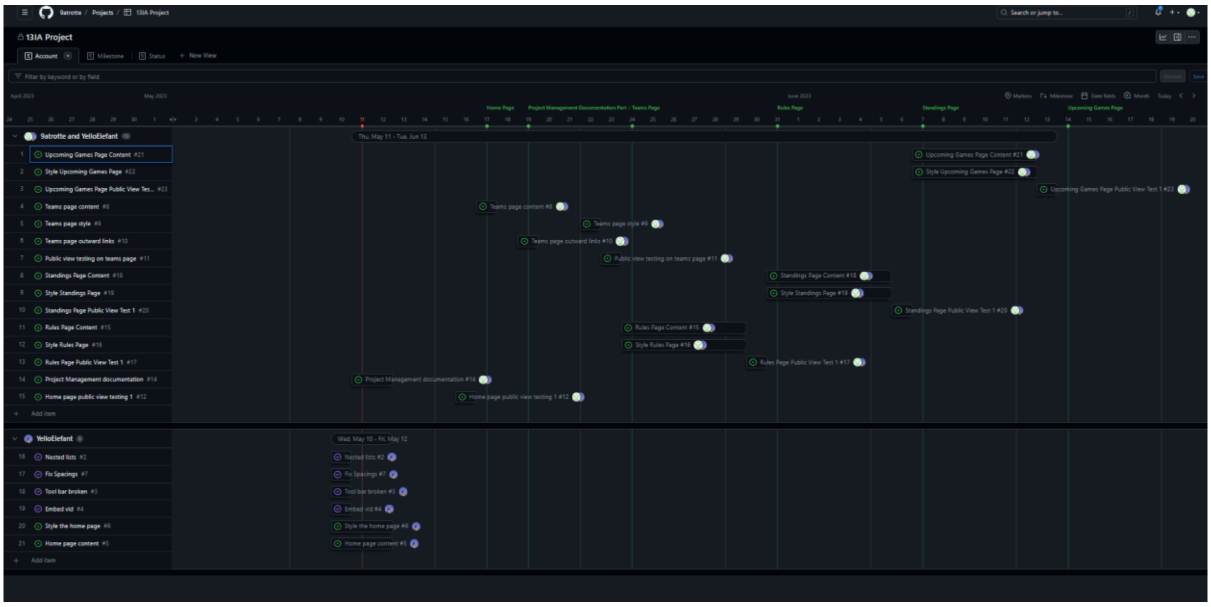
2 participants

Remember, contributions to this repository should follow our GitHub Community Guidelines.

This will automatically go into the project board and organize itself as such. Each issue will have a title (brief meaning to what it's for) and a top comment of a more descriptive meaning of what needs to be done and by when. Each issue will be tagged with a label (this will be explained later) and assigned a milestone, if a milestone is not available for the task it can be labelled as headless as a one off task or a milestone can be made for the new set of tasks and will need to be made as I have set out. If a task is to have code made or changed for it to be completed a branch can be made in accordance with Branches, this will help when I look back at tasks and I can see exactly how it was completed and what changes were made to the project as a result. Time frames for tasks can be put on when the task is made if it feels necessary to.

Work/Home tasks

To manage what tasks will be done at school or at home will be simple, i will assign my home account or my school account or both to the task and that will be reflected in the project board.


9atrotte / Projects / 13IA Project

13IA Project

Account | Milestone | Status | + New View

April 2023 | May 2023

Thu, May 11 - Tue, Jun 13

9atrotte and YelloElefant

1 Upcoming Games Page Content #21
2 Style Upcoming Games Page #22
3 Upcoming Games Page Public View Tes... #23
4 Teams page content #8
5 Teams page style #9
6 Teams page outward links #10
7 Public view testing on teams page #11
8 Standings Page Content #18
9 Style Standings Page #19
10 Standings Page Public View Test 1 #20
11 Rules Page Content #15
12 Style Rules Page #16
13 Rules Page Public View Test 1 #17
14 Project Management documentation #14
15 Home page public view testing 1 #12
+ Add item

YelloElefant

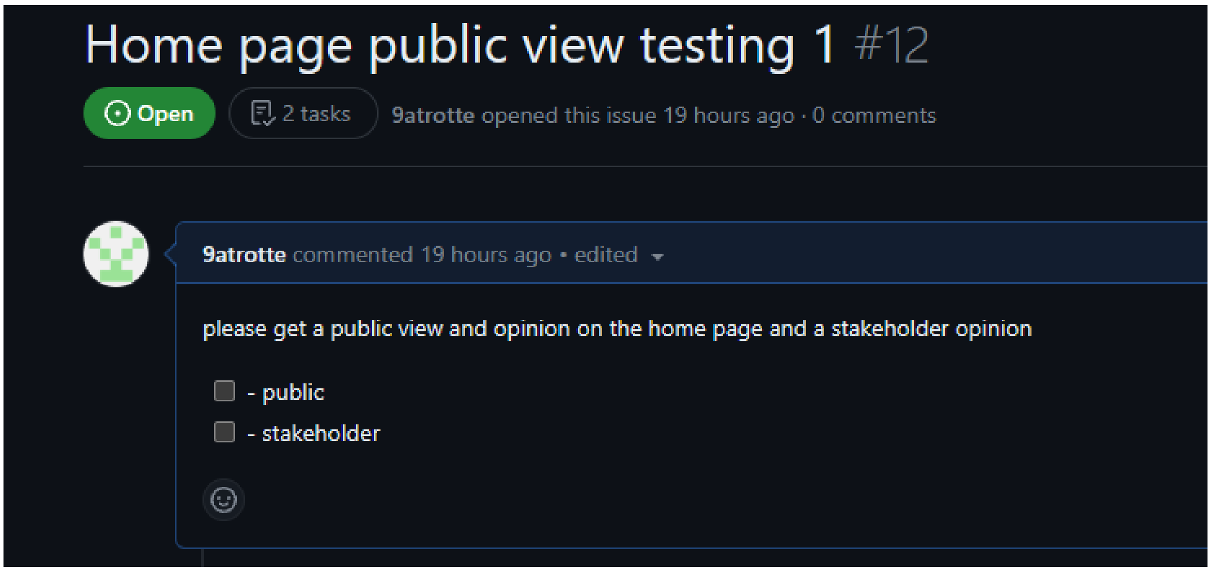
Wed, May 10 - Fri, May 12

16 Nested lists #2
17 Fix Spacings #7
18 Tool bar broken #3
19 Embed vid #4
20 Style the home page #6
21 Home page content #5
+ Add item

This shows what tasks are to be done by my home account, school account or both accounts. Any task can be put on whatever account, but it will be prioritized to be on my school account.

Testing

All tasks will be required to have a testing time allocated; this can be a task within the issue.


Home page public view testing 1 #12

Open | 2 tasks | 9atrotte opened this issue 19 hours ago · 0 comments

9atrotte commented 19 hours ago • edited

please get a public view and opinion on the home page and a stakeholder opinion

- [ ] - public
- [ ] - stakeholder

This means that this task has 2 parts to be completed 1 of which can be a test box to show that the task will need to be tested. This will need to be a test of functionality and of outside opinion, this can be just a colleague or could be the stakeholder.

Push backs

Push backs are bound to happen and as such these rules will need to be followed…

1. The push back will need to be announced in the discussions page.
2. A reason will need to be given.
3. New end date and projection will need to be given.
4. If these rules are not met the push back cannot happen and the task will need to be looked at later

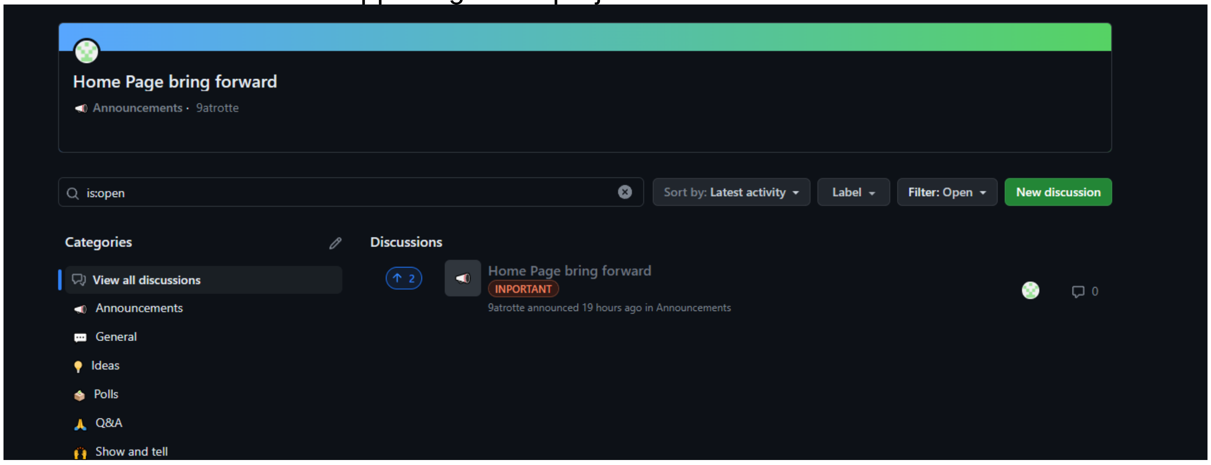
Bring forwards.

Bring forwards are bound to happen and as such these rules will need to be followed…

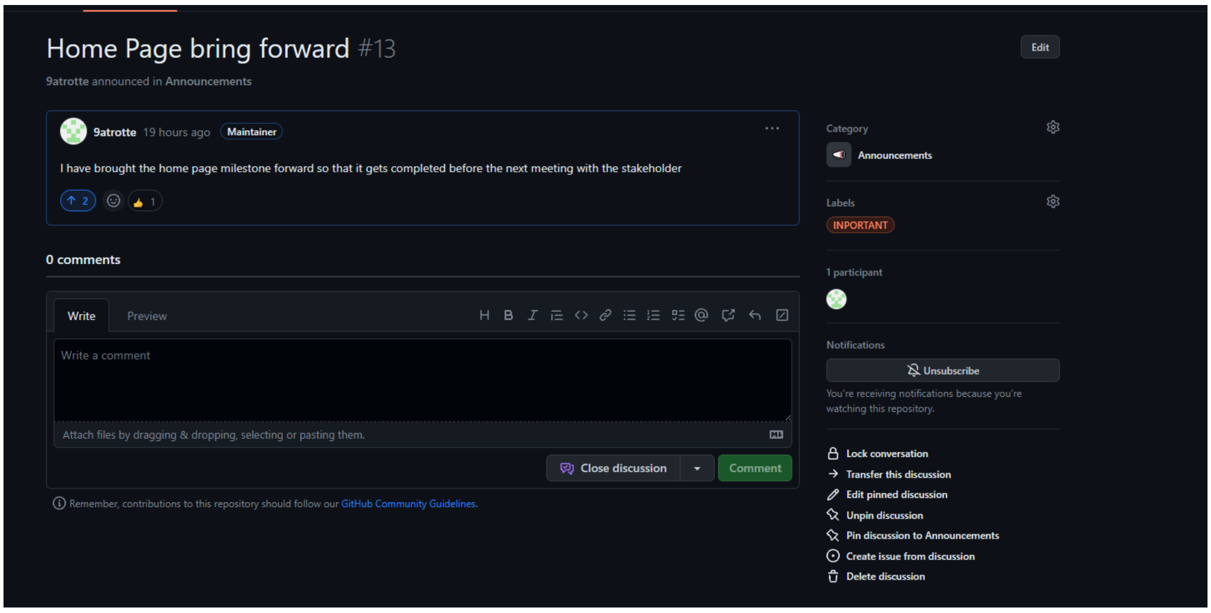
1. The bring forward will need to be announced in the discussions page.
2. A reason will need to be given.
3. New end date and projection will need to be given.
4. If these rules are not met the bring forward cannot happen and the task will need to be looked at later

Discussions

This will be a big part of the project, as I am the only person working on the project. Anything said in the discussions will be used for documentation purposes only, or if my stakeholder would like to see what is happening in the project.


Home Page bring forward
Announcements · 9atrotte
is:open
Sort by: Latest activity | Label | Filter: Open | New discussion
Categories: View all discussions, Announcements, General, Ideas, Polls, Q&A, Show and tell
Discussions
2 — Home Page bring forward — INPORTANT — 9atrotte announced 19 hours ago in Announcements — 0

The Discussion page looks like this, the main category is the announcements, this will be used for all announcements made.
each discussion will be made like so…

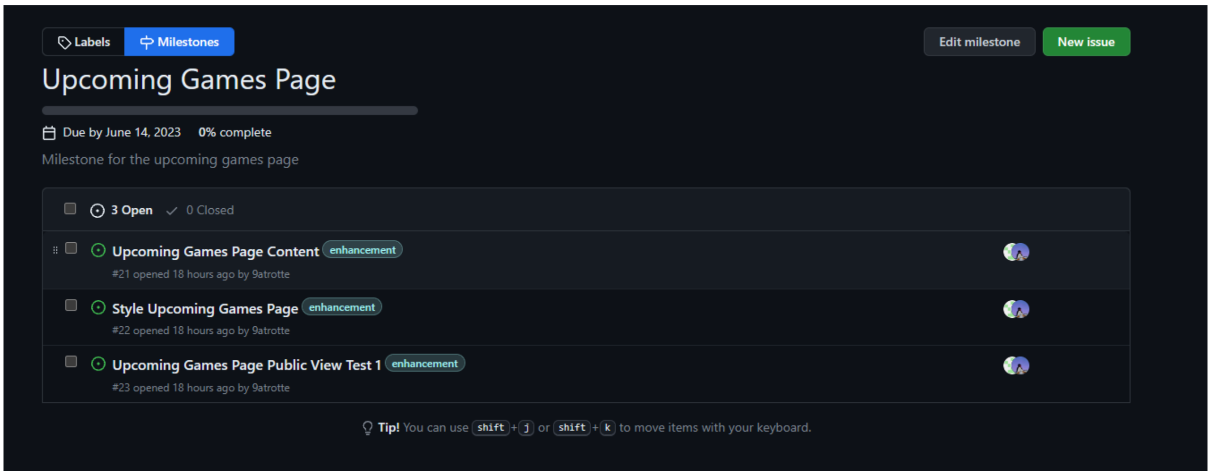

Home Page bring forward #13
9atrotte announced in Announcements
9atrotte 19 hours ago Maintainer
I have brought the home page milestone forward so that it gets completed before the next meeting with the stakeholder
0 comments
Category: Announcements
Labels: INPORTANT
1 participant
Notifications: Unsubscribe — You're receiving notifications because you're watching this repository.
Remember, contributions to this repository should follow our GitHub Community Guidelines.

Title, content, category, and labels that are applicable. Latest announcement will be pinned, and a conversation can be locked if no other inputs are needed. Pinned discussions will be seen at the top of the discussion page.

Milestones

Milestones will be the main way to see that parts of the project are met, and to group multiple tasks together that share a common idea.
Milestones will be made by

1. Title
2. Due date
3. Description



Upcoming Games Page

Due by June 14, 2023 0% complete

Milestone for the upcoming games page

3 Open ✓ 0 Closed

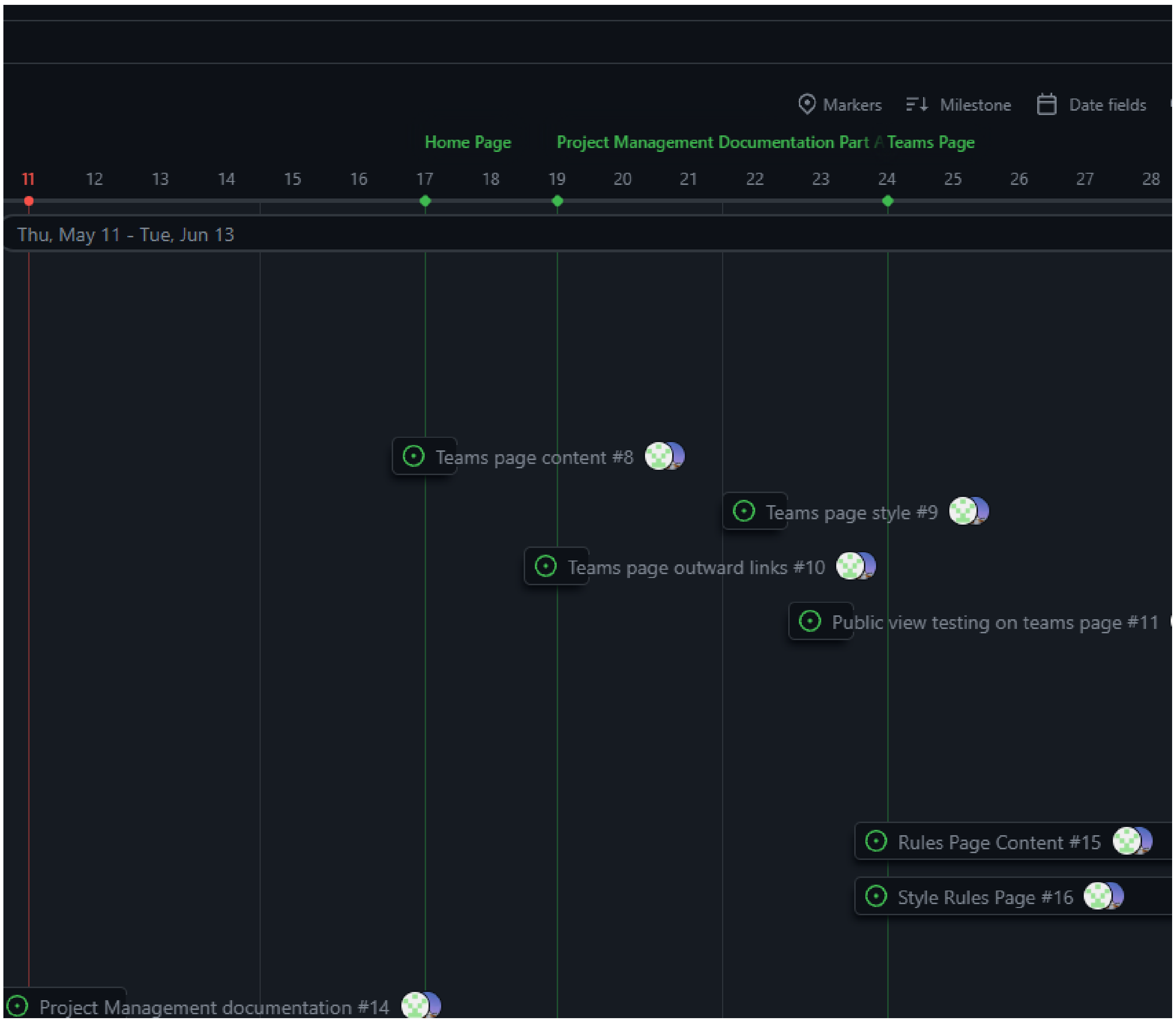
Upcoming Games Page Content enhancement
#21 opened 18 hours ago by 9atrotte

Style Upcoming Games Page enhancement
#22 opened 18 hours ago by 9atrotte

Upcoming Games Page Public View Test 1 enhancement
#23 opened 18 hours ago by 9atrotte

Tip! You can use shift + j or shift + k to move items with your keyboard.

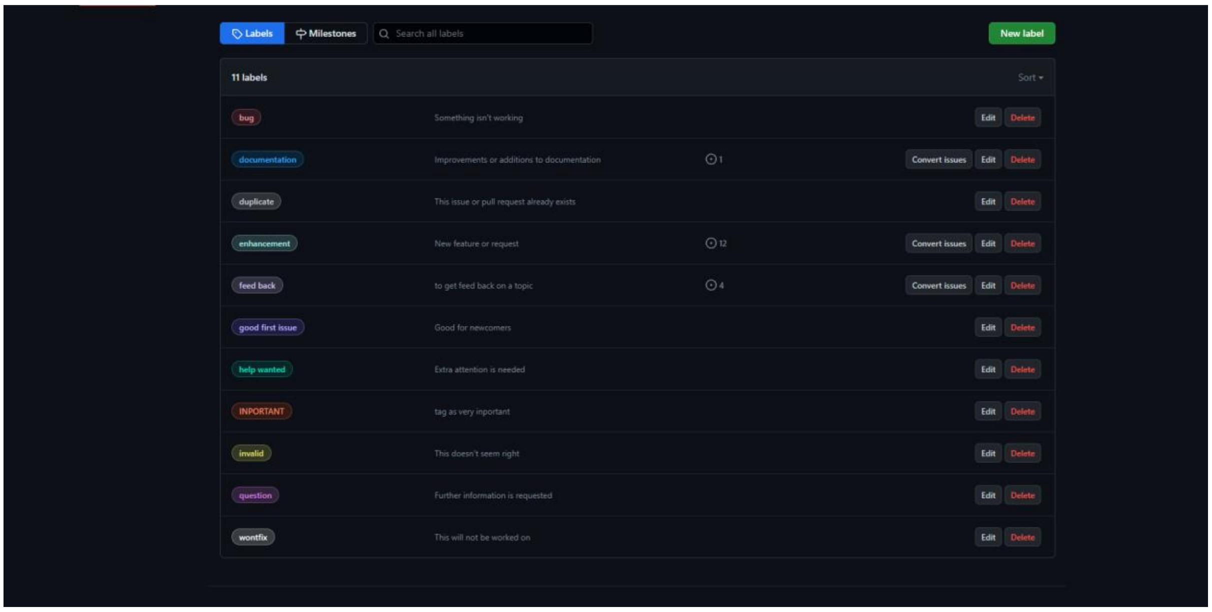
And all tasks will be assigned to a relevant milestone and will show up as shown ^.



Milestones can be seen on the project timeline to show when it is due to be done.
Each milestone will have 2 public view tests; these will be scheduled anytime towards the due date of the milestone but will need to have a time frame between them to fix any issues that come from the first test, and a little bit of time after the second test to allow for any fixes after that test as well.

Labels

Labels can be made as we need them but will try to be made at the beginning of the project.



11 labels			
bug	Something isn't working		Edit Delete
documentation	Improvements or additions to documentation	1	Convert issues Edit Delete
duplicate	This issue or pull request already exists		Edit Delete
enhancement	New feature or request	12	Convert issues Edit Delete
feed back	to get feed back on a topic	4	Convert issues Edit Delete
good first issue	Good for newcomers		Edit Delete
help wanted	Extra attention is needed		Edit Delete
INPORTANT	tag as very inportant		Edit Delete
invalid	This doesn't seem right		Edit Delete
question	Further information is requested		Edit Delete
wontfix	This will not be worked on		Edit Delete

Labels are used as a bigger group of tasks/discussions as they show all the items that have each label on them. Each label will be made with a title, description and colour.
Labels can be put on things however they want and will be used to reflect the purpose of the task and to show a reason for the task.

Commits

Commits will be the way that progress is being made on each task.
Commits will be used as follows…

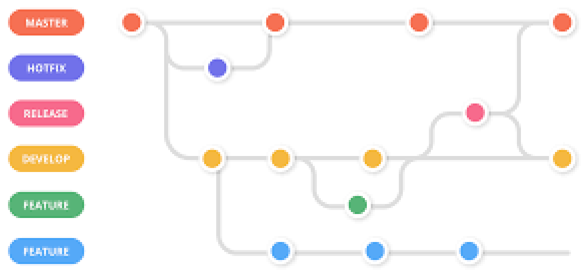
1. Each commit will be small and meaningful, not a big dump of changes.
2. A commit will be made at the end of day unless I have ended that day on another commit anyway.
3. Commits will need a title, and description.
4. Commits can be used to close issues, but this is not going to be commonly used, this will happen if the issue is of small nature and was more of a small bug found while completing the current task.
5. As a rule of thumb, a branch should not only have 1 commit in it unless the branch/task is of such small nature that only 1 commit is needed.
6. Commits can be reversed with another commit; these are free to happen and don't need documentation or announcement to happen.

Forks

Forks will not be documented or used but I am happy if other people want to fork my project and make suggested improvements to the project, if they are small like spelling or something like that, I will accept them, but nay big change or feature will not be accepted as this is a project that needs to be developed by myself alone.

Git flow

Git flow will be used for this project and will be as follows…



It is missing one thing that is off each feature branch will be a component branch.
Feature = milestone.
Component = task (for milestone).
The master branch will be updated after each feature is ready.
Testing will be done in the feature branch and in the release, branch shown by tasks referencing pull requests

Branches

Branches will be used to separate out parts of the development process. They can be made whenever In accordance with Git Flow.
Master branch: this will be the current live version of the project.

Dev branch: this will be the base for all features nothing will be committed straight to this branch it will only be used as a separator from the master branch.

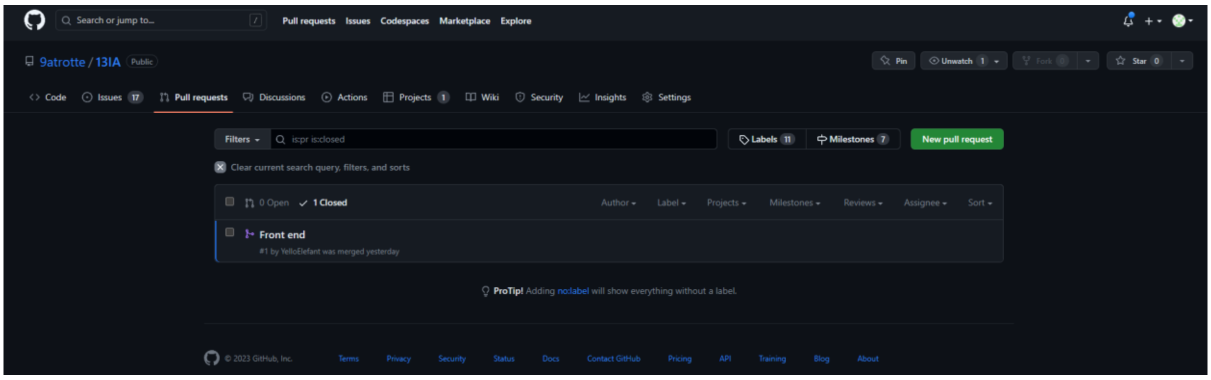
Feature branch: there will be multiple of these branches and will be a representation of a milestone.
Component branch: this will be the branch that represents a task, this is so a task can reference a branch/pull request.

Hotfix branch: this will be a branch that is used as a quick fix straight off the master branch as if even after testing a review when it goes live there is a bug this will be used to fix it and straight pulled up.

Release branch: this will be used when a feature is ready for last testing and review and will be moved into the master branch.

Pull requests

This will be the merge of one branch into another, pull requests will be made when needed and will go under a quick review.



9atrotte / 13IA Public

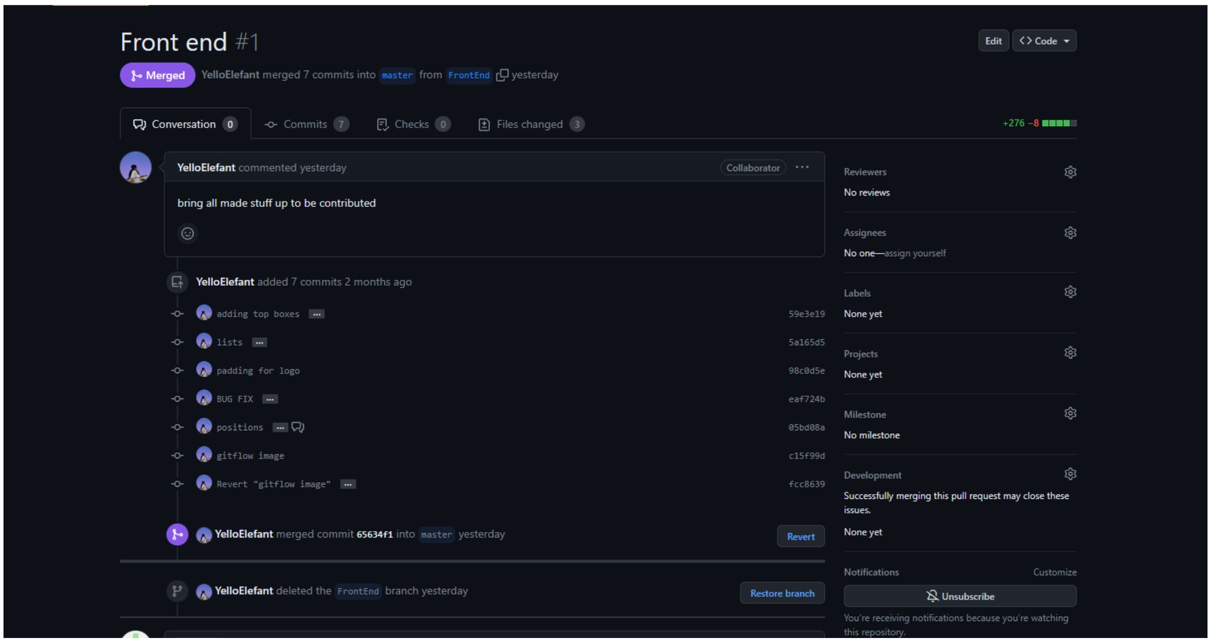
is:pr is:closed

Clear current search query, filters, and sorts

0 Open ✓ 1 Closed

Front end
#1 by YelloElefant was merged yesterday

ProTip! Adding no:label will show everything without a label.



Front end #1

Merged YelloElefant merged 7 commits into master from FrontEnd yesterday

YelloElefant commented yesterday · Collaborator

bring all made stuff up to be contributed

YelloElefant added 7 commits 2 months ago

```
adding top boxes          59e3e19
lists                     5a165d5
padding for logo          98c0d5e
BUG FIX                   eaf724b
positions                 05bd08a
gitflow image             c15f99d
Revert "gitflow image"    fcc8639
```

YelloElefant merged commit 65634f1 into master yesterday

YelloElefant deleted the FrontEnd branch yesterday

Reviewers: No reviews

Assignees: No one—assign yourself

Labels: None yet

Projects: None yet

Milestone: No milestone

Development: Successfully merging this pull request may close these issues. None yet

Notifications

You're receiving notifications because you're watching this repository.

Pull requests can be either accepted or rejected, if accepted the branch will be deleted and the changes will be applied to the destination branch, a pull request will show all participants of the branch (commenters, committers, contributors) pull requests will be added to the project board, as they will be assigned labels, a project, milestone, and reviewers (this will be done at school and not at home). They can also be assigned issues to close so that when a pull request is accepted it will close any tasks related to it.
If rejected a reason must be given and new issues/tasks will need to be made to fix the rejection.
Pulls can be requested to be looked at by the stakeholder and will need to be scheduled for the next meeting.

Hot fixes

Hot fixes may happen, but all efforts will be to minimize this, if they do happen a branch off the relevant branch will be made and a task/issue will be opened for it.

Iterations

Testing iterations will be made at intervals and will be used to test parts of the project, each testing iteration will last 3 cycles of length decided in the moment, a task for each milestone or feature will be made to show what is going to get tested in that cycle, multiple will be made is more testing is needed over the iteration cycles.
1 testing iteration has been made just before the due date of the project; this will be used as a full testing cycle to test, debug and receive feedback on the project and each of its parts.

Merge conflicts

Merge conflict may happen when multiple features are being pulled, this will invoke that a new task is made to fix the conflict. This is not an important task as multiple features can be worked on at a time if needed and merging to other branches is not a big deal. Unless it is a component merging back to the feature branch this will need to be sorted ASAP to allow for the continuation of the project.