Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| <dd/mmm/yy> | <x.x> | <details> | <name> |
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# Identification

## Document overview

This document contains the software development plan of the TicTacToe game.

## Abbreviations

### Abbreviations

The TicTacToe game software project: “the game” or “the software”

The TicTacToe game software project’s GitHub repository page: “the repo”

## References

### Project References

| # | Document Identifier | Document Title |
| --- | --- | --- |
| [R1] | Software Development Plan | Add your documents references.  One line per document |

# Software Development Activities

This section lists and describes the software development activities of the TicTacToe game development project.

## Software development process

The software development process chosen for the project is the waterfall/SCRUM/Extreme programming model (choose yours).

The waterfall model was chosen for the reasons below:

* Software project is modular

### Overview of process phases

The lifecycle of the software development project is composed of (describe yours):

* Software specification,
* Software detailed design,
* Software coding and unit tests,
* Software integration
* Software verification tests

Also include a Gantt chart here!

### Technical documentation

The following documentation is produced during the design phases:

* Software specification: SRS, IRS, STP,
* Software detailed conception: updated SRS, SDD, IDD, updated STP, STD
* Coding and unit tests: STR of unit tests
* Software tests phases: STR, VDD.

### Deliverables:

The following items are delivered at the end of the process:

* Technical documentation,
* User documentation: user guide, administration procedures and installation procedure,
* Software and its configuration files.

## Software development tools

### Workstation

Development will be done on:

1. x64 Windows 8 machines, with Eclipse as the preferred IDE,
2. Macs, with Eclipse as the preferred IDE.

### Requirements management and documentation

The following tools will be used to write and manage requirements:

* Git
* Github
* Microsoft Word
* Notepad++
* SublimeText
* [A Gantt Tool]

### Software Design

Describe tools used for software design :

* Argo UML open source tool, Rational Rose, Together J, etc.
* Git
* Github

### Coding and automated tests

Coding and testing will be made with the following software:

* Eclipse with Java development tools
* JUnit unit testing framework
* FindBugs (Eclipse plug-in)
* Notepad++
* SublimeText

### Configuration management

Configuration management, version control and bug management will be maintained with the following tools:

* Git version control system, via GitHub
  + The GitHub repository page of the project is located in: <http://goo.gl/Bxx3IR> (The repository contains the necessary software documentation, the game’s Eclipse project files, which include the source code of the game.)
* GitHub repo Issues page, for keeping a record of the status of bugs and issues
* GitHub repo Wiki page, for official information regarding the software.

## Software development rules and standards

Describe here the standards and rules used for software development, like modelling (UML), data modeling, coding rules, etc.

# Responsibilities

## Activities and responsibilities

Each activity has someone responsible, mandatory.

|  |  |  |
| --- | --- | --- |
| **Activity** | **Responsibility** | **Comment** |
| Project management | A. Emre Ünal |  |
| Configuration tools management | A. Emre Ünal | In charge of the repo |
| Setting up the Development tools | A. Emre Ünal | In charge of setting up the Eclipse project copies |
| Software specifications | Eren Sezener |  |
| Interface Design | XXX |  |
| Networking | Deniz Sokmen |  |
|  |  |  |
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|  |  |  |
|  |  |  |

# Risk Assessment

## Risk Analysis

Provide a risk analysis table here. See the example in the course slides.

## Risk Planning

For each risk item listed in the previous subsection, provide risk indicators and action(s) to be taken when the risk takes place.