

Software Engineering Process

As in stated in the guidelines our two man group will follow a similar process as how we proceeded to do our project in ICS 314

Meeting two – three times a week

For our group to work optimally we intend to meet up at least two to three times a week via slack on our progress and issues we meet in our task to meet these milestones within our project. Since COVID is happening it's best we do meet ups via video call on Slack.

Dividing the work

In our Group the work should be divided even because we are a two man group, we must discuss what our strengths and weaknesses are so we can determine what tasks are suitable for us to complete on time and be efficient as possible. Tasks should only take up to three days as maximum and if we have any trouble we can discuss with each other and if not consult with our TA with troubleshooting.

Document each Task as a Github Issue

With our project since we are using Github we will assign tasks to each member of the group and specify the task with clear descriptions and deadlines for that member to complete efficiently as possible. Furthermore as for each task as we upload the updated tasks we should upload each task as a sub branch of the master branch. For Example task 14 should be called branch 14.

As team members take on a task, we should:

- Move the associated issue from the To Do column to the In Progress column.
- Create a branch in which to perform the work on that issue.

When team members complete a task, we should:

- Move the associated issue from the In Progress column to the Done column.
- Mark the issue as closed.
- Merge the associated branch into Master.

Group Tasks & Sprints

Every 7-10 days our team should deliver something concrete regarding our project. To support this we will organize Sprints each week to organize the development of this project, with each Sprint will contain tasks that can be covered within those weeks. With each Sprint those tasks will be divided evenly with each member of our group and the Sprints should be accessible on our Github Project Page.