

Deployment and Maintenance Document  
CMPT 370

**Group C4**

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- the deployment documentation for your system: tutorial/user manual/etc. that meets the goal of informing an end-user about how to use your system---include details of limitations and restrictions
  - e.g. mailboxes don't work
  - e.g. load-time code is not checked for validity
  - not all FORTH words are supported
  - only 2 teams are allowed
- the programmer maintenance documentation for your system
  - an as-build architecture
  - details of tricky/intricate/important bits of your system
  - external libraries you rely on
  - how to compile and run your system
    - what's the main class?
  - with the purpose of helping the next programmer in their task of maintaining or extending your systems
- the standard delta document
  - what requirements (e.g. UI, networking, etc) were not met
  - what designs didn't hold up to construction
  - what bugs remain

## **User Manual**

Brief Description of Game:

Tutorial for using our system to play the game:

Provide information on robots/their format/importing/exporting:

Discuss limitations and restrictions of our system

## **Maintenance Document**

Architecture of our system (Including new UML)

Important parts of our system (Interpreter, board, controller, view)

External libraries/file format usage

Execution of our system

Tips/Ideas for future maintenance or extension

## **Changes**

Requirements that were not met (project-wise and design-wise):

Designs that were altered/removed during construction

Remaining bugs