SVN Policy for Star Wolf game

This document contains the subversion (svn) policy for the Star Wolf game for COMP4903.

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| Version | Updater | Changes Made |
| 1.0 | Ira Grunwell | Initial draft |
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# General Policy

As a rule, try to update to the latest version before making any changes to the code.

Always, always, ALWAYS include a message in your commits. This way you can see very quickly what has been changed in each version. Please make it a meaningful message to state what you actually changed, not just “modified test.cpp”. A MUCH better and preferred message would be: “updated doSomething() in test.cpp to check for null”

# Document version control

For any documents required for this project (set-up info, A.I. helper docs), please check them in under /Docs/.