

Software Engineering Project – DAT255 - lp4, 2013Chalmers University of Technology, 2013-05-20

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For ChalmersOnTheGo 1.0 and Android X.X.X.

Chalmers On The Go – the Complete Chalmers Experience

This document provides guidance on further development of the Andriod application ChalmersOnTheGo – a map over the Chalmers area. The project is described and procedures for building, coding and releasing the app are discussed.

Developer Manual

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* Guidelines: Just enough documentation that it makes sense – documentation (not 20 page manual – just enough pages/words) – no page amount to fill – just motivate

(What text would I like to fins as a user or a developer respectively when finding/downloading/installing/using/developing/releasing this app?)

Minimal requirement for the app to run nicely (example describe wanted model or “phone noolder than 1 year” etc….

Describe what the different parts do (package diagram?) for developers (not UML)

# Project description

Project description (Short introduction for a developer that intends to contribute to the project)

# Build procedures

Build procedures (How is the project built and tested? Most often general Android procedures)

<http://developer.android.com/tools/workflow/index.html>

Building instruction – kind of like “how to install”, but if you need to “build” the program with different jar and libs etc.

# Release procedures

Release procedures (Steps to perform a release)