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## ADR003-Build and dependency managament

### **Status**

accpeted

### **Context**

The GAME application consists of different subsystems. To make it possible, that these subsystems can be automatically built and bundled a build and dependency management tool ist needed.

### **Decision**

Apache Maven will be used for build and dependency management. This tool is well-proven and can be extended with many plugins. Its convention-over-configuration paradigma lets a developer focus on creating the software.