

# General Spring Site Documentation

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## 1. About this document

This document should provide you with all the needed information to participate in development of the Spring site. I presume you have a technical background and are familiar with open source development methods. I also presume that you understand how the Spring project functions.

This document is written from a management perspective.

## 2. Background

The Spring site was started by Robin Westberg “Fnordia” in 2004 to host the new Spring project. It consisted mainly of a phpbb2 messageboard installation and a parser to display posts as news and download entry's. There was also a screenshot gallery to show of the project. Later on a MediaWiki installation was added and a Mantis bugtracker. This set-up has been running for several years without major improvements or a roadmap.

The “new” site (developed by Tim Blokdijk) is almost ready to go into production, it's still based on the original site but features theme and language support. Also a more solid development model is applied to prevent stagnation of further site development.

### **3. Main requirements of the site**

The project develops and maintains a site as it provides a central hub where people can gather to play and work together on Spring (and related things). Ideally the site should provided (or link) everything needed for this.

To make this rather broad goal more specific we split the community in two main groups: Spring Users and Spring Contributors and again split these up in even more specific groups and their site requirements. Every group has a short introduction to explain who the people are in the group. The groups are generalisations and people will always be part of more then one group. So you can be a writer, a code developer and a casual user at the same time.

#### **3.1 *Spring Contributors***

Spring Contributors are the people that keep the project running by providing their time and skills.

The site should provide the contributors with documentation and tools to work in the Spring project. The second thing the site should provide is a easy way for contributors to communicate with the other developers without to much noise from other people.

Spring contribution should always be as transparent as possible to prevent barriers.

This group is split in three major sub-groups, Content Developers, Code Developers and Moderators.

##### **3.1.1 *Content Developers***

Mappers, Unit developers, Webmasters, everything that requires graphics, a layout or writing.

Needs to be clear what projects need help and what the goals are, work flow, etc.

Documentation on how the engine, tools and site work.

Easy way to give their work exposure on the site!

###### **3.1.1.1 *Writers***

To be expanded after feedback from the people involved.

###### **3.1.1.2 *Mappers***

To be expanded after feedback from the people involved.

###### **3.1.1.3 *Unit (mod) Developers***

To be expanded after feedback from the people involved.

The site has theme support to allow the layout and graphics to match the mod.

##### **3.1.2 *Code developers***

To be expanded after feedback from the people involved.

### **3.1.2.1 Engine coders**

To be expanded after feedback from the people involved.

Bugtracker, private communication, Fisheye, Doxygen, StackTrace Translator, WebSVN.

### **3.1.2.2 Webmasters**

To be expanded after feedback from the people involved.

Production environment & development environment.

### **3.1.3 Moderators**

To be expanded after feedback from the people involved.

They keep everybody in line, the focus is on developing and playing a game, the Spring project is not the local support group. If someone is behaving like a asshole/bitch we won't like to have them around. The moderators are here to help people with that.

The site should enable moderators to track individuals, sensor them and if needed ban them. Rules should be easily to find and be updated by the right people. Moderators need a private place to discuss specific issues.

## **3.2 Spring Users**

Spring Users (or Spring Player/Gamer) are the people that play Spring as entertainment and as a sport.

This group needs easy access to the latest stable Spring release and the content that is available for this release. They generally like to keep themselves informed about the major developments in and around the project. Last but not least is the social aspect, a lot of people play Spring as they like the interaction with others.

Another big thing that we should always try to do is interest the Spring Users in the development side of the project and remove any barrier that might prevent people from becoming an active Spring Developer.

These people should be made aware that Spring is a special type of game, we are an open source project and they need to be aware that this has consequences for "the way things work around here".

Spring Users are again split up in several groups.

### **3.2.1 New Users**

New Users are a bit special, they are new to the Spring project/game/community but generally have played a few RTS games before.

We should show them that Spring is a cool, active project and provide them with easy access to documentation that helps them install and play Spring. Once they have concluded that Spring is indeed a cool project they should find all the information they might need to involve themselves in the project.

Understand that people with developer skills generally first try out the game but then quickly move on to the development side and don't care about actually playing the game that much any more. This New User --> Developer transition should be easy to make.

### **3.2.2 Casual Users**

These people are playing Spring because they like it as a fun pastime, they don't involve themselves with the project. It's the thing they happen to play with friends. They like to know about new versions of the software and that is about it.

The site should provide them with the latest stable version and try to interest them to look beyond the entry page.

### **3.2.3 Kids**

Another special case are children (less than 16 years old), they generally don't have much (RTS) gaming background and also have little understanding of open source projects and the way we work. Still many have free time to play (and contribute to) Spring.

The site should make it easy for them to join, providing the site in their native language is a big thing for them as English can become a big barrier. Contributing to Spring more or less requires English at this point, so it would probably be rare to see non-native English speakers becoming contributors in this age group. Native English speakers still might end up contributing, (bug reporting, writing etc.) don't exclude them by having age or other requirements that can only be expected from adults. (international bank account, credit card, signing legal agreements, etc.)

Another important thing is to keep the site "family friendly". :-)

### **3.2.4 Dedicated Users**

These are the people that like to think of gaming as a sport.

They like to have a league, join a group/clan and learn everything there is to know about the game.

They can become very valuable contributors by balancing units so the site should try to link them up in this process.

## **4. Implementation**

This chapter explains what the Spring project can do (and has done) to satisfy the requirements set in chapter 3.

### **4.1 Design philosophy**

The design philosophy behind the site is to be the home of everything that is (related to) Spring that way there are no barriers between the content developers, code developers, moderators and the users. It allows people to easily participate on every level of the project and coordinate changes that affect a lot of different aspects at the same time.

Much thought need to be put into the structure and design of the site to accommodate all the different needs. To achieve this the planning, development and maintenance processes need to be transparent and all people that use the site need to be actively involved in this.

Although the site is a big “all in one” thing it still has to be split up in functional sections to allow the the specific needs of people to be met. The sections need to be decided by looking at the requirements set for the different groups in chapter 3. The most clear two general sections are the things that are targeted at the Spring Users and those that are for the Spring contributors.

## **4.2 *Technical design***

This text needs to be expanded to describe the current technical implementation possibly with (some/a) diagram(s).

## **4.3 *Roadmap***

The site roadmap should always try to be in sync with the general Spring roadmap.

Planned for the next version is involving more people in the site development process, to get the requirements in chapter 3 clearer and to expand this roadmap.

## **4.4 *Development process***

The development process is intended for the implementation of new features and improvements, it's based on Plan-Do-Check-Act.

### **Plan:**

Search for way's to better meet the requirements of chapter 3.

Discuss them with the people involved.

Create awareness that you like to resolve the issue.

Make a realistic plan with a limited scope on how to resolve the problem.

Get the OK from the people involved.

### **Do:**

Code the feature, update the software, write the text, pimp the graphics or do what you need to do.

DON'T forget to document the changes you made.

Commit the changes and documentation to svn.

### **Check:**

See if things break in the development environment.

Check with the people involved if your work indeed fixed the thing and everybody is happy with it.

### **Act:**

If not go back to *Plan* and improve the original plan or if your plan is fine but your work sucks go back to *Do* and do it right.

If it's good make a new site version and deploy it to the production environment.

Go back to *Plan*.

## 4.5 Maintenance process

The maintenance process is intended for security updates, regression fixes and minor bug fixes, like the development process it's based on Plan-Do-Check-Act but here the *Plan* part is not dependent on more than one person and the *Do* part starts with the production environment. Allowing things to get fixed faster.

### Plan:

Find a security issue, regression or minor bug.

Confirm the issue yourself if the report is not coming from a upstream project or a Spring webmaster.

Check if there's a fix (upstream patch) already available.

Create awareness that you like to resolve the issue, keep this limited to trusted people if it's a security issue.

### Do:

Don't make a plan but do think things over, especially when you have to alter data (code can be fixed later, data is generally lost).

Make sure you have a data backup (especially) if you don't feel rested or are unsure about the fix.

Fix the issue in the **production** environment.

Check if the fix works in the production environment.

Create awareness that the issue is fixed.

Fix the issue in svn head.

DON'T forget to document the changes you made.

Commit the changes and documentation to svn.

### Check:

See if things break in the development environment.

Check with the people involved if your work indeed fixed the thing in the development environment and if everybody is happy with it.

### Act:

If not go back to *Plan* or if the plan part is fine but your fix sucks go back to *Do* and do it right.

If it's good take a beer/cola/applejuice and chill.

## 4.6 Version History

This gives a general run-down on the changes made to the site over time.

### 4.6.1 Version 1

Version 1 is the original site as it started with the project. Documentation did not exist including version tracking.

Robin Westberg "Fnordia" made changes to the production site as needed.

#### External software used:

Name	Version	Website
PHPBB	v. 2.?	<a href="http://www.phpbb.com/">http://www.phpbb.com/</a>
BBCode Parser	V. ?	<a href="http://www.christian-seiler.de/projekte/php/bbcode/">http://www.christian-seiler.de/projekte/php/bbcode/</a>
MediaWiki	V. 1.10.0	<a href="http://www.mediawiki.org/">http://www.mediawiki.org/</a>
Mantis	V. ?	<a href="http://www.mantisbt.org/">http://www.mantisbt.org/</a>
Galerie.php	V. ?	<a href="http://cker.name/galerie/">http://cker.name/galerie/</a>

## 4.6.2 Version 2

Tim Blokdijk made a new site and integrated this with the existing site (version 1). A development environment was set-up and the site itself was put in svn.

The main new features of the site are language and theme support. The site has a new layout and all text is rewritten. It's easier to update the site with new information. Documentation has been written to make site development with a team manageable. An new entry page has been added it should have everything a new user needs to get started. The focus of this version was on improvements for the Spring Users.

Version 2 drops the dysfunctional "upload files" function and moves away from gallerie.php in favour for a MediaWiki page.

At the same time Tom Nowell "AF" had made a site based on Joomla but decided to drop this effort in favour for collaboration.

### External software used:

Name	Version	Website
PHPBB	v. 2.?	<a href="http://www.phpbb.com/">http://www.phpbb.com/</a>
BBCode Parser	V. ?	<a href="http://www.christian-seiler.de/projekte/php/bbcode/">http://www.christian-seiler.de/projekte/php/bbcode/</a>
MediaWiki	V. 1.10.0	<a href="http://www.mediawiki.org/">http://www.mediawiki.org/</a>
Mantis	V. ?	<a href="http://www.mantisbt.org/">http://www.mantisbt.org/</a>

## 4.6.3 Version 2.1

Next version, see the roadmap for details.