Development Plan Software Engineering

Team 1, JARS
Jason Nam
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Table 1: Revision History

Date	Developer(s)	Change
	Name(s) Name(s)	Description of changes Description of changes
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[Put your introductory blurb here. —SS]

1 Team Meeting Plan

2 Team Communication Plan

3 Team Member Roles

Individuals will take leadership in their respective assigned areas. In development, all members are responsible for adjusting and filling roles as the project evolves.

3.1 Allan Fang - Developer

- Lead on mobile and user interface development
- Lead on optical character recognition research and development
- Graphics design and creation specialist

3.2 Jason Nam - Developer

- Lead on research and development concerning language models
- Lead on backend development

3.3 Sawyer Tang - Developer

- Lead data engineer
- Responsible for server setup
- Responsible for DevOps and version control
- Graphics design and creation specialist

3.4 Ryan Yeh - Developer

- Lead on project documentation
- Lead on testing and quality assurance
- Primary contact for external communications

4 Workflow Plan

- How will you be using git, including branches, pull request, etc.?
- How will you be managing issues, including template issues, issue classification, etc.?

5 Proof of Concept Demonstration Plan

What is the main risk, or risks, for the success of your project? What will you demonstrate during your proof of concept demonstration to convince yourself that you will be able to overcome this risk?

6 Technology

- Specific programming language
- Specific linter tool (if appropriate)
- Specific unit testing framework
- Investigation of code coverage measuring tools
- Specific plans for Continuous Integration (CI), or an explanation that CI is not being done

- Specific performance measuring tools (like Valgrind), if appropriate
- Libraries you will likely be using?
- Tools you will likely be using?

7 Coding Standard

8 Project Scheduling

[How will the project be scheduled? —SS]