

Basic Setup

Welcome to our team, <insert name here>! As a Software Engineer in our team you will be responsible for development, maintenance, and bug fixes of our game project. Your tasks will be set during our sprint planning sessions.

For the first couple of weeks, you need to get yourself set up and familiar with some of our processes and tools that we are using.

On our [trello board](#) a few onboarding tickets will be created for you to follow through this stage.

Anton Marius will help you with your initial onboarding, but you are also free to reach out to various members on team to learn more.

Personal Machine Setup

Things to install on your mobile/PC to dig in.

1. Install Unity Hub with Unity v2022.3.10f1
2. Setup Visual Studio 2022 for Unity Development. You can follow [this tutorial](#) made by Microsoft.
3. Install and setup Git and Git LFS. If you don't love terminals you can also setup yourself GitHub Desktop.
4. Request access to be added to our [git repository](#).
5. Request to be added on our Discord server and chat groups.

Get settled in

- ☐ **Familiarise Yourself with Project Architecture** - Familiarise with the overall structure of the codebase, including key modules, classes, and their interactions.
- ☐ **Learn about Coding Standards** - review and adhere to the coding standards and guidelines followed by the team. ([Tips for C# scripting coding standards](#))
- ☐ **Continuous Integration and Deployment (CI/CD)** - Get acquainted with the CI/CD pipeline used for automated testing, building, and deployment of the game.
- ☐ **Bug Tracking and Issue Management** - Understand the process of creating, assigning, and resolving issues within the chosen system on our trello board.
- ☐ **Attend Your First Sprint Planning** - Attend sprint planning and review meetings to understand the current project goals, priorities, and progress.
- ☐ **Performance Considerations** - Understand any performance considerations relevant to the game development process. This could include optimization techniques and tools used for profiling.
- ☐ **Have someone walk you through our roadmap, customer journey, activity diagram and software architecture report.**
- ☐ **Work on your first task** - Take time to not rush through what you are working on for time, but instead understand the flows, processes

Meet the Team

Schedule 15-30 minute introductory meetings with each person on our team.

- ☐ Tanasa Florin Petrisor - Team Lead
- ☐ Marius Anton - Senior Software Engineer
- ☐ Nichita Sincarenco - SWE
- ☐ Flavian Dumitrache - SWE
- ☐ Andrei-Virgil Ilie - SWE