Table 1: Revision History

Date	**Developer(s)**	**Change**
Sept 26, 2016	Josh, Matt	Layout & Section 1
Sept 28, 2016	Matt	Sections 2, 4 & 6
Sept 29, 2016	Josh	Sections 3, 5, 7 & 8

SE 3XA3: Development Plan
MacSidenotes

Team 04
Josh Mitchell mitchjp3
Matthew Shortt shorttmk

MacSidenotes is a Chrome Extension for taking notes on any web site. Your notes are linked with the URL and will appear upon your next visit. Works offline using your browser's local storage.

1 Team Meeting Plan

When

Monday 6:30-8:30
Thursday 4:30-6:30

Where

Josh's House

Frequency

Weekly, after each 3XA3 lab section

Agenda

Each meeting will begin by recapping the progress made on homework from the last meeting. If any homework has not been completed, we will discuss the problems or setbacks incurred and how to overcome them. Then homework for the next meeting will be discussed and assigned. Each member will record their homework in a personal agenda.

2 Team Communication Plan

Communication will primarily take place through Facebook using their messaging service. This works perfectly for setting up meetings and getting in touch quickly. By exchanging cell phone numbers, contact can also be made via text message if an emergency arises.

3 Team Member Roles

Josh will assume the role of Team Leader, although Matt and Josh will collaborate on all executive decisions. Given Matt's greater experience with Javascript, he will act as JS expert and primary developer. As Matt and Josh's experience with software documentation, Git and LaTeX are similar, they will take on approximately even roles within these facets of the development process. Each will manage the documentation of code they write.

4 Git Workflow Plan

Centralized Git workflow plan. This workflow best suits the style and approach to this project as it is the most straightforward method for two individuals who have little personal experience with Git. Tags will be used at project milestones (Development Plan, Requirement Document, etc..) to identify the 'final' submission for that certain accomplishment.

5 Proof of Concept Demonstration Plan

The most consequential risk to the proof of concept demonstration is being unable to write the necessary JavaScript code. Matt and Josh have little and no experience, respectively, writing in JS. They must learn at least the basics of JS syntax before development can begin.
Another foreseen difficulty is automating the testing. Given the UI-centric nature of the project, automating the test cases is different than in previous courses.
Both of these issues can be overcome by careful education in the early stages of development. Documentation and tutorials for these systems abound online, and only require time to learn.

6 Technology

HTML, CSS and JavaScript will be used to code the application. 'SublimeText 2' is a user friendly IDE that will be used for the project. The testing framework will be JsUnit. Documentation will be generated in LaTeX using TexStudio and the Gantt Chart will be produced using GanttProject.

7 Coding Style

HTML and CSS for this project will be written using w3schools.com HTML5 Style Guide and Coding Conventions.

JS for this project will be written using w3schools.com JavaScript Style Guide and Coding Conventions with one exception. Indentation will be achieved using tabs instead of spaces.

8 Project Schedule

This project's Gantt chart can be found in the Gitlab repo in both .gan and .pdf formats.

Gantt Chart .gan Gantt Chart .pdf

9 Project Review