

**Project: War Card Game**

## **Configuration Management Plan**

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# 1 Introduction

**1.1 Scope:** The purpose of this configuration management (CM) plan is to detail how we plan to maintain the various versions of the project throughout it's development cycle. It will also discuss how we plan to back up our work to ensure that we will always have working versions. The goals of this plan include:

- Ensuring we have proper backup systems in case of storage failure.
- How we will identify each iteration of the project.
- How and where we plan to host our program.
- How we plan to implement future changes and updates.
- Method to ensure that we have working versions each week.

**1.2 Software:** Software for CM plan include:

- Github for storing program development.
- Eclipse for writing and modifying code.
- Google Docs for storing program documentation

# 2 Implementation

**2.1 Config Control** Change requests will be approved by the team as a whole. Each member of the team will be responsible for uploading changes to the program and will also inform the rest of the team of the updates on Discord.

**2.2 Ver. Control** In order to ensure that we always have working versions of the project, we will upload each iteration of the project on Github. Previous versions of source code files will be replaced, but changes are tracked in the commit history. This will prevent any setbacks caused by hardware/storage failure.

We will utilize a standard x.x input mask

- The tenth's place will increase for a minor version change.
- The one's place will increase for a major version change.

Version History:

- 0.1 Gui implemented with single image
- 0.2 Card images added. Basic game visuals added (deck spaces)
- 0.3 Game logic updated. Added card backs to Gui
- 0.4 Added card data structure
- 0.5 Added Reset Functionality. Moved card data structure to own file
- 0.6 Resized card images. Added draw button, card labels to Active cards and spoils decks. Updated Player1/Player 2 buttons
- 0.7 Implemented Card images. Updated drawCard and getImage methods
- 0.8 Implemented tie game logic
- 0.9 Implemented sound effects
- 1.0 First release version
- 1.1 Fixing bugs and updated Ace value to 1. Makes King card highest value card.
- 1.2 Minor UI fixes

\*The level of change will be determined with our own discretion.

### **3 Accounting and Audits**

**3.1 Accounting:** Each week we will double check that we have working code. We will utilize a checklist system to make sure that we do so.

**3.2 Audits:** Audits will be done each week to make sure we are progressing in a timely manner. This will be done via chat in Discord and weekly updates with Professor West.