

Table 1: Revision History

Date	Developer(s)	Change
September 27	Lucas	Added basic text for each category
September 28	Lucas	Made the language and word use more professional
November 30	Lucas	Revision 1

SE 3XA3: Development Plan

Legend of Python

Team #1, Lava Boys Inc
Bilal Jaffry, jaffryb
Giacomo Loparco, loparcog
Lucas Zacharewicz, zacharel

1 Team Meeting Plan

We will be meeting weekly every tuesday from 16:30 to 19:00 on campus [on the second floor of Thode Library](#). In addition we will consistently updating one another on progress of the project via online communications. The meetings will mainly be to recap on the progress of the work done in the last week, and to distribute the work for the coming week. Any group members not able to make it to the weekly meeting need to inform the group at least 1 hour before meeting.

2 Team Communication Plan

We will write plain text notes during in-person meetings to keep track of ideas that we have and what we accomplish during the meetings. In addition we will use the group online messaging platform (Discord) to facilitate project discussion outside of the meetings.

3 Team Member Roles

We are mutual team leaders.

Bilal Jaffry: Scribe, developer, designer
Giacomo Loparco: Developer, tester
Lucas Zacharewicz: Developer, tester

4 Git Workflow Plan

We plan on using a feature branch workflow which is an extension of the regular centralized workflow that is the basis of git. Features that are being developed

are done on separate branches and then those branches are merged into master as they become complete. This allows us to work on features separately and add them in without breaking what is already working. [Lucas has been assigned to resolve merge conflicts](#) and [Bilal and Jack have been assigned to handle issues](#).

5 Proof of Concept Demonstration Plan

The most difficult part of the coding will be implementing backend functionality such as sprite rendering / loading, enemy ai, and other base gameplay mechanics. Testing of such mechanics will be done rather easily with automated unit testing. The required Pygame library is relatively easy to obtain and install. As we are using python portability is not an concern. We will aim to display a working test area that encapsulates the player with basic enemies and allow for the basic mechanics of the game to be tested. This will include rendering the game scenes, interacting with enemies, walking through multiroom areas, item interaction, and perhaps other features time permitted.

6 Technology

Python 3 will be the base language for the project as it is high level and will allow for more simplistic implementation with the use of the pygame library. Formal testing will be handled by the pytest library and we will use doxygen to handle documentation generation. We will facilitate our unit testing, build testing, and documentation generation through make for these actions to be effortless in our development cycle. There will be no chosen text editor for this project as different developers prefer different text editors and it has no particular ill effect to allow them to use what they are comfortable with.

7 Coding Style

[Google Python Style Guide](#)

8 Project Schedule

[Gnatt Chart](#)

9 Project Review