*Software Engineering Laboratories*

# Universal Game System

# Work Kick-off

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*19.02.2012*

This document describes how the project development should be started.
Each team must follow the rules below.

1. Organize your work (at the beginning)
    a) List all tasks and assign effort to them
    b) Sort tasks to fit into general schedule
    c) Identify milestones for different components
    d) Assign people (or pairs) to tasks

2. Track your progress (every week)
    a) Register your time on all activities
    b) Leader keeps all activities information
    c) Leader presents progress every week to a teacher

3. How to organize your project structure:
    a) Project name must be build according to the following schema: 12-LN-NO, where:
        **LN** your language (pl or en) - small letters
        **NO** number of your team assigned by a teacher (01, 02,... )
    b) Project should contain folders:
        **src** source files - project must be divided into packages. All test should be in package test (maybe divided into another subpackages)
        **bin** binary files
        **doc** documentation
        **lib** libraries needed for execution
        **dist** distribution of the application containing jars and batch files for execution
        **res** additional resources (like input/output files)
        **log** log files with complete history of last execution
        **/** root folder of the project may contain environment configuration files and 'ant' build file (build.xml)
    c) Whatever is in the code repository must compile and should run.
    d) Repository you must place in the team leader's home folder:
    **svn+ssh://gamma.mini.pw.edu.pl/home2/samba/studentlogin/svn-root-se /12-LN-NO**, where 12-LN-NO is your project name. This folder should have access rights properly set: for the team to read and write; for the teachers to read and no access rights for others.