



ROSE-HULMAN INSTITUTE OF TECHNOLOGY

SETTLERS OF C#TAN

MILESTONE 2

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1 Schedule

TODO

2 Coding Standards

We will follow the coding standards as outlined in the Microsoft C# Coding Guidelines and the Microsoft .NET Framework General Reference.

3 Software Configuration Management Plan

3.1 Reference Documents

All documentation pertaining to the *Settlers of Catan* can be found in the Documentation folder of the teams Github repository.

4 Management

4.1 Responsibilities

The software configuration will be the responsibility of the whole team. Each team member will perform a weekly code walk checking for and correcting mistakes in the configuration. The project advisor, Sriram Mohan, may suggest changes to the software configuration management.

4.2 Organization

1. The team will maintain a Github repository that contains all of the project's code and documentation.
2. This repository will be available to the advisor.
3. Commit messages to the repository will be made in the imperative, present tense and be no longer than 140 characters.
4. The Documentation folder will contain all project deliverables including milestones, status reports, and other documentation.

5. The Code folder will contain all of the project's source code.
6. The Tests folder will contain all of the project's test code.

5 Configuration Identification

All project artifacts, source code, and test code will be placed under configuration control.

Project artifacts are defined as the following:

- Milestones
- Minutes
- Agendas
- Status Reports
- Presentations

6 Naming Conventions

Title case should be used for all document names and no revision number should be contained in the name.

The naming conventions for source and test code are as described in the coding standards.

7 Change Request Procedure

7.1 Requesting a Change

Non-trivial changes are requested via the Github issue tracker. When creating a change request the required fields are:

- Title - A brief descriptive name.
- Body - A detailed explanation of the requested change. If the change request is related to a bug, instructions to reproduce should also be included.

7.2 Evaluating Requests

After a team member reads a change request it is labeled as either bug, enhancement, or other and then discussed by the team. Requests are evaluated based on feasibility, time commitment, and scope.

7.3 Approving or Disapproving Changes

After the team has discussed a change request, it can be accepted by assigning to a milestone and a team member. If disapproved, it is closed and an explanatory comment is provided.

7.4 Implementing Changes

Changes are implemented in the assigned sprint by the assigned team member. That team member is responsible for closing the change request when completed.

8 Revision History

Created 4/10/12 by Elizabeth Hines, Sam Kim, Matt Moore