Battleship
Configuration Management Plan

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Software Configuration Management Plan

Executive Summary

This document outlines the configuration management plan we will use throughout the project. In the following, there is a description of the system we will use to store documents and source code. Organization standards for this system are also explained.

Reference Documents

We are using the code conventions for Java as defined by Oracle. [1]

The class diagram we will be using is in Appendix B.

Management

We are using a github repository to share and organize documents as well as source code. This account can be accessed at https://github.com/pohltm/Battle.

The team is responsible for monitoring and maintaining the above repository. Each individual will need to update his or her copy of the repository before any changes are made. Individuals will also need to commit and push any modifications or additions to the master branch of the repository.

Activities

Configuration Identification

Items under Control

All documentation for the project will be controlled by configuration management. This includes technical documents needed for milestones and progress reports. Alongside documentation, any source code for the project and test cases will be under configuration management control. Any requests for changes will also be organized by the configuration management.

Naming Conventions

All documentation in the repository will have a unique name pertaining to its contents. Title Case should be used for the document name and no revision states should be included in the name (e.g. Configuration Plan.docx).

All source code will be named following Oracle's Java code conventions. [1]

Organization

All items should be placed in a specific folder in the repository depending on their type. Inside each folder, additional directories may exist that are not under the following guidelines:

- The “Code” folder will contain all source code for the project
- The “Documents” folder will contain all documents that are to be delivered
    - Within this folder, individual folders will exist for each milestone
    - Schedules and Class Diagrams will be contained in these folders

Configuration Control

Requesting Changes

Any changes will be talked about as a team. The team should create a ticket for each change that includes a description, type, and priority level.

Evaluating Requested Changes

Any bug that has been found should be tested and evaluated according to severity. Enhancements should be discussed as a group before the change is made.

Approving or Disapproving Changes

After evaluating a ticket, it can be approved by accepting it. Disapproving a ticket involves marking it as “unchanged.” The ticket will be approved or disapproved as a team.

Implementing Changes

Once a change has been approved, it should be implemented. Following implementation, it should be submitted to the repository. The included commit message should be accurate and descriptive.

Resources

Schedules

A tentative schedule for this project is outlined in Appendix A. The given outline is relative to project milestones and other class activities. Scheduled tasks will be appended with person responsible once individual tasks have been assigned for the development week.

Resources

The tools used for the configuration management will be github.

References

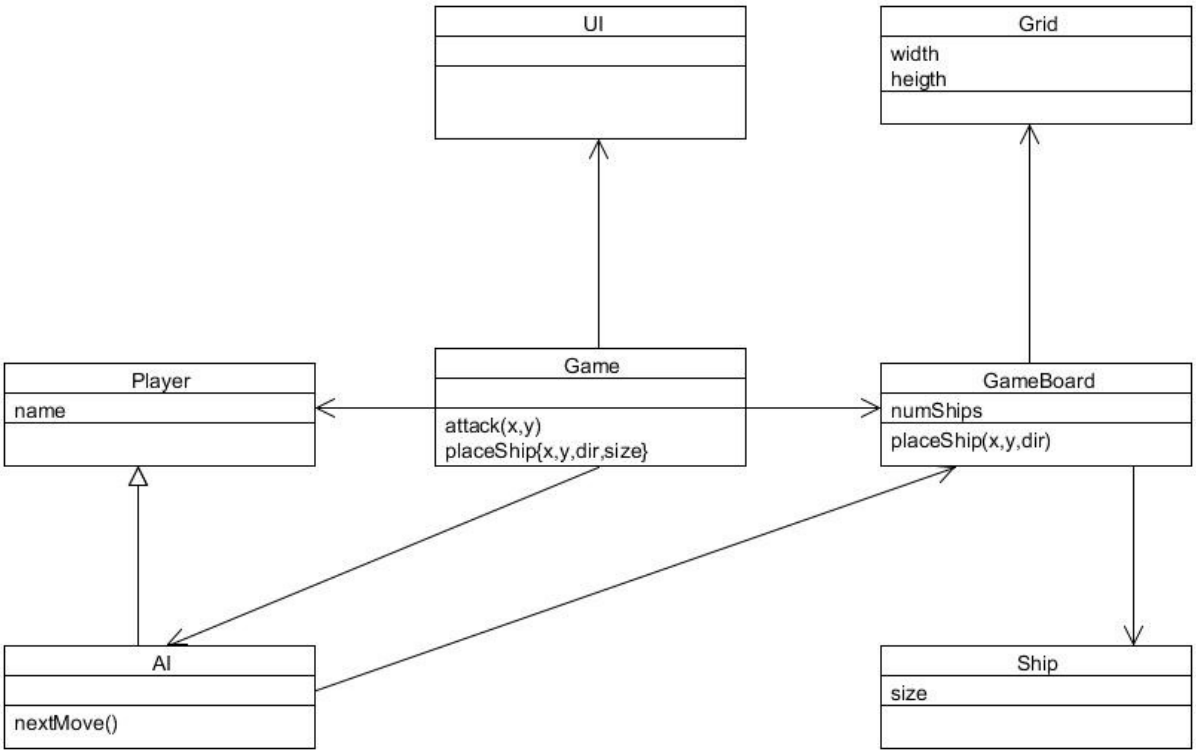
[1] Oracle, "Code Conventions for the Java Programming Language," Sun Microsystems, Inc., 20 April 1999. [Online]. Available: http://www.oracle.com/technetwork/java/javase/documentation/codeconvtoc-136057.html. [Accessed 13 April 2012].

Appendix

Appendix A

Week	Task(s)/Feature(s) – Implementer(s)
0	Configuration Management Plan Initial Class Diagram Milestone 2 Week 1 Test Cases
1	Game Board and Ships Research GUI Week 2 Test Cases
2	Menu System Basic GUI Simple AI Milestone 3 Week 3 Test Cases
3	Localization(German/English) Connect Game Functions and GUI Improved AI Week 4 Test Cases
4	Full Game Functionality Week 5 Test Cases Milestone 4
5	Finalize Project Add Extra Features Milestone 5

Appendix B


UI
Grid
width
heigth
Player
name
Game
attack(x,y)
placeShip{x,y,dir,size}
GameBoard
numShips
placeShip(x,y,dir)
AI
nextMove()
Ship
size