Definition of DONE - Team C

Programming tasks
When is a feature DONE?

- **Programming tasks - Code functionality and quality**
  - Does the finished code meet the ending conditions determined when the issue was created?
  - Is the code readable and clean according to the programming language's best practices (e.g. using standard code conventions, non-trivial parts are properly commented, the code doesn't have hacks or gotchas that may break the code later, old and test code is removed instead of commented, ...)? ([Look here](#))
  - Are all public classes, methods, variables and properties documented? (Use [XML documentation](#) in C#)
  - Did you carefully test the code and fix any bugs found during testing?
- **Design tasks - Design completion and quality**
  - Does the finished design meet the ending conditions determined when the issue was created?
  - Does the design follow the same patterns and naming conventions as the rest of the designs?
  - Did you integrate the developed design into the Unity 3D project, and make sure that it works correctly with the rest of the project?
- **Communication**
  - Was an issue created for the feature on Github?
  - Did you update the issue, explaining any difficulty you found while developing the feature?
  - Did you create a branch when developing the feature?
  - Did you merge the branch to the team's main branch?
  - After merging the branch, did you make sure that the feature integrates correctly with the rest of the project, and did you modify your code/design or notify the team if it doesn't?
  - If you found a bug in another feature, did you notify the responsible team for it?
  - Did you close the issue on Github?
  - Did you notify the team about your progress while developing the feature?