Development Plan

SWFRENG 3XA3

December 7, 2017

Group 30
Team Name: Team 30
Team Member No.1: Alan Yin
Team Member No.2: Huajie Zhu
Team Member No.3: Junni Pan

1 Team Meeting Plan

Basically, we are going to meet three times every week, including two lab times and another one will be at mills library on weekend. Our member Alan will chair every meeting, inform us about the topic for a meeting and how can we prepare for it. Every member in the group needs to complete his own work before a meeting, and cooperates with other members during the meeting time. After the meeting, we need to review meeting's effectiveness and distribute new work to every one. For review every meeting's effectiveness, we will use a meeting agenda to help us.

Meeting Agenda

CS/SE 3XA3: Final Project

MEETING AGENDA

Project Name:		**Group Number:**	
Date of Meeting: (DD/MM/YYYY)		**Time:**	
Meeting Facilitator:		**Location:**	

1. Meeting Objective

Begin working on prototype and design specifications.

2. What has your team done since the last meeting (documents, code, reading material, etc.)?

Description	Owner(s)

3. Notes, Decisions, Issues

Topic	Owner	Time

4. What will your team do before the next meeting? (Action Items)

Action	Owner	Due Date

5 Next Meeting (if applicable)

Date: (MM/DD/YYYY)		**Time:**		**Location:**	
Objective:					

2 Communication Plan

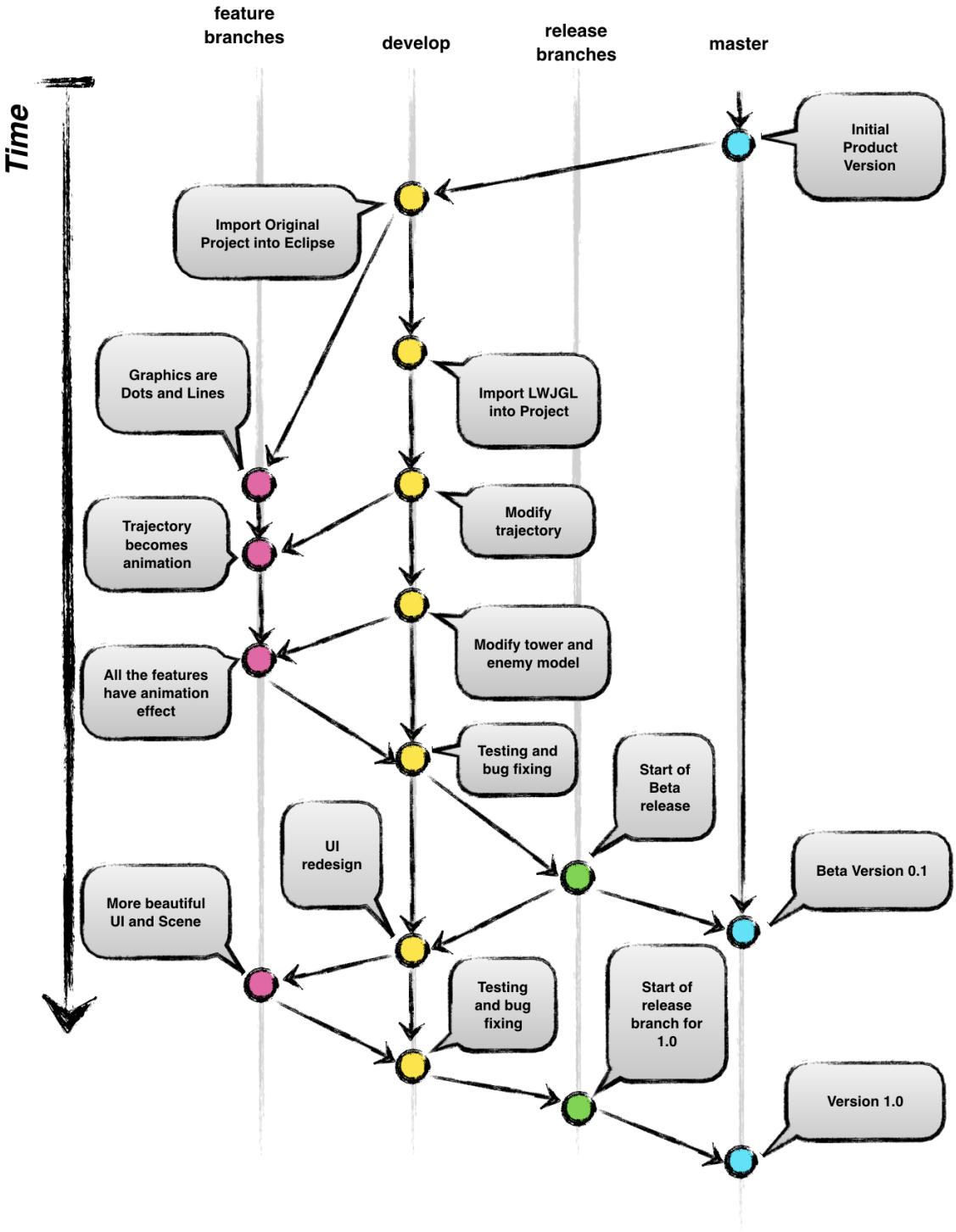
We will use WeChat to communicate with each other, and discuss about our project process. For file sharing and modification, we will make use of GitLab's features and its tools. We can also use text or email to contact each other.

3 Team Member Roles

Member Name	Position	Experts on
Alan Yin	Leader, Programmer	Git, Java
Huajie Zhu	Scribe, Tester	Documentation, Java
Junni Pan	Scribe, Programmer	LaTeX, Slick2D

Alan is our team leader and programmer. He is going to manage every meeting and distribute work to us. He also need to handle Git and Java programming. Huajie is our team scribe and tester. He is going to record our meetings and update our documents. He also need to test our program. Junni is another scribe and programmer. He need to familiars with LaTex operations. He also should work on Slick2D, and make it run well on our program.

4 Git Workflow Plan


feature branches
develop
release branches
master
Time
Initial Product Version
Import Original Project into Eclipse
Graphics are Dots and Lines
Import LWJGL into Project
Trajectory becomes animation
Modify trajectory
Modify tower and enemy model
All the features have animation effect
Testing and bug fixing
Start of Beta release
UI redesign
Beta Version 0.1
More beautiful UI and Scene
Testing and bug fixing
Start of release branch for 1.0
Version 1.0

5 Proof of Concept Development Plan

For our project, the most difficult part is to run the program with Slick2D, which is a simplified version of OpenGL. Because we want our game to have a beautiful graphic effect and lively animation. So the most important thing to proof is how well can we make the use of this Slick2D. The testing could be hard because no one is familiar with this library. It is not difficult to install but it may be difficult to combine with the current program. We want to demonstrate how much the game has improved compared with the current game, in order to do the proof of concept.

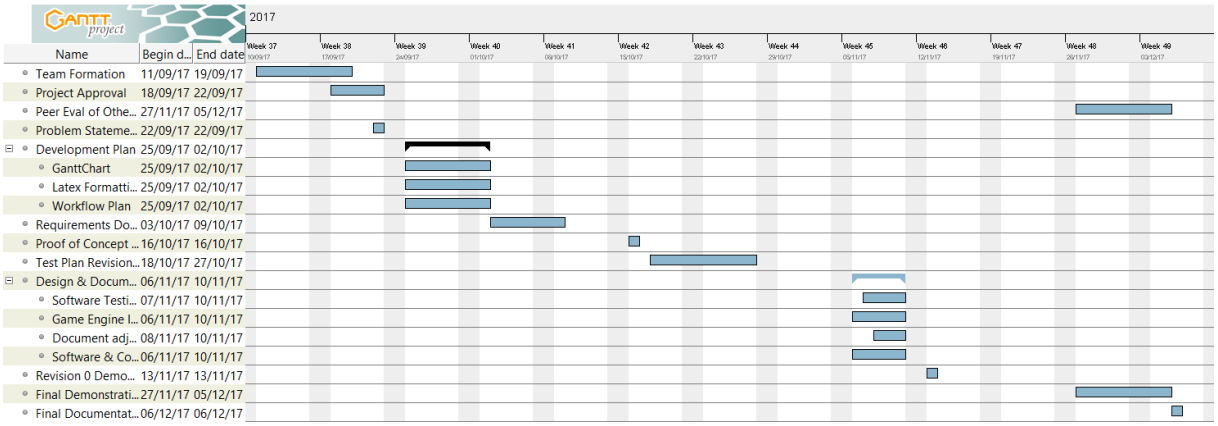
6 Technology

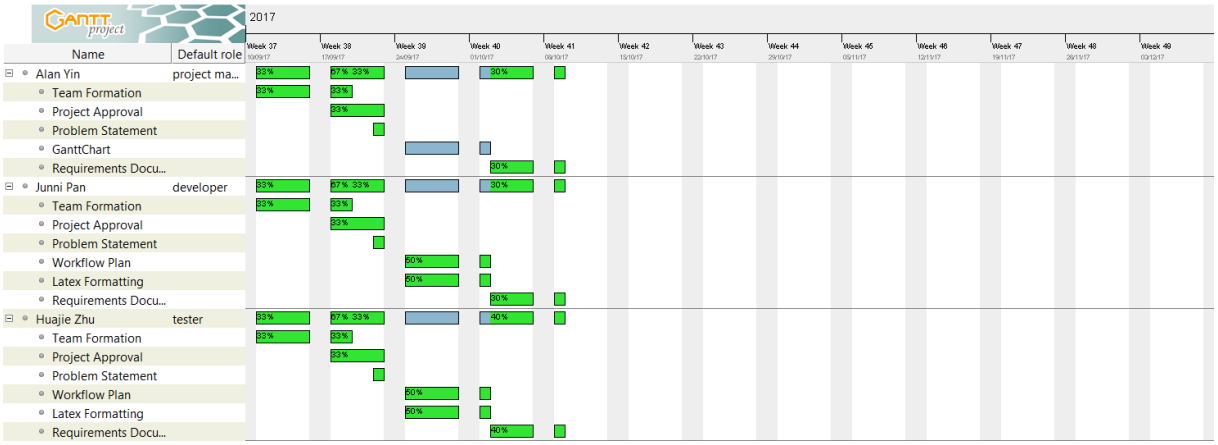
Field	Technology
Programming Language	Java
IDE	Eclipse
Game Engine	Slick2D
Testing Framework	Junit
Document Generation	Javadoc

7 Coding Style

Basically, we need to make our code neat, simple and elegant. We can follow the Google Java Style Guide and make every member use the same style to code.

8 Project Schedule


GANTT project
2017
Name
Begin d...
End date
Team Formation 11/09/17 19/09/17
Project Approval 18/09/17 22/09/17
Peer Eval of Othe... 27/11/17 05/12/17
Problem Stateme... 22/09/17 22/09/17
Development Plan 25/09/17 02/10/17
GanttChart 25/09/17 02/10/17
Latex Formatti... 25/09/17 02/10/17
Workflow Plan 25/09/17 02/10/17
Requirements Do... 03/10/17 09/10/17
Proof of Concept ... 16/10/17 16/10/17
Test Plan Revision... 18/10/17 27/10/17
Design & Docum... 06/11/17 10/11/17
Software Testi... 07/11/17 10/11/17
Game Engine I... 06/11/17 10/11/17
Document adj... 08/11/17 10/11/17
Software & Co... 06/11/17 10/11/17
Revision 0 Demo... 13/11/17 13/11/17
Final Demonstrati... 27/11/17 05/12/17
Final Documentat... 06/12/17 06/12/17


GANTT project
2017
Name
Default role
Alan Yin project ma...
Team Formation
Project Approval
Problem Statement
GanttChart
Requirements Docu...
Junni Pan developer
Team Formation
Project Approval
Problem Statement
Workflow Plan
Latex Formatting
Requirements Docu...
Huajie Zhu tester
Team Formation
Project Approval
Problem Statement
Workflow Plan
Latex Formatting
Requirements Docu...

9 Project Review

The Tower Defense Project is a re-implementation on an open source project. It is aimed to provide us a chance to experience the software development life cycle. During this project, we are able to practise writing formal documentations, group communication, and programming skills at the same time. Our group followed the meeting schedule, and divided all the works reasonably based on the skills of each member. We were a bit behind the development plan during proof of concept demo, but we managed to catch up in the later portion of this project. Overall, the schedules are followed and the all the requirements are accomplished.