

Table 1: Revision History

<b>Date</b>	<b>Developer(s)</b>	<b>Change</b>
28/9/2016	Amandeep	Added Git Workflow
29/9/2106	Taha Mian	Added the Team communica- tion/development plan(s)
30/9/2016	Victor Velenchovsky	Added

# SE 3XA3: Development Plan

## Title of Project

Team 12, DJS  
Victor Velenchovsky - velech  
Amandeep Panesar - panesas2  
Taha Mian - miantm

September 30, 2016

Good planning is an essential part of solving any problem, also an essential part of the engineering process. To work as a team efficiently and effectively we have to have develop plans that we should follow, and assign roles to each member.

### **1 Team Meeting Plan**

The team meetings will be held every week on Thursday at Thode Library. In the meetings the group will discuss problems, milestones due, and plan a schedule for the following week.

### **2 Team Communication Plan**

The team will mainly communicate with each other through a group chat in facebook. The group chat will be used to notify the group any time someone commits on GitHub. We also have each other phone numbers if anything urgent comes up.

### **3 Team Member Roles**

Team member roles will be governed by these rules:

1. There will be no team leader in our group, because we believe in equality.
2. We will have a scribe in the group and that will be Amandeep Panesar.
3. We will try and make sure the work is as even as possible but we have some specializations

- Victor specializes in Javascript and Git. He will focus on both back end design and implementation.
- Amandeep specializes in documentation and using a server. He will focus more on the design and implementing a server.
- Taha specializes in LaTeX and Javascript. He will focus on more of the front end design and implementation and the documentation

## 4 Git Workflow Plan

The team will begin working on the open source project on Gitlab with the single repository. The contributors for the project will attempt to commit often and will only push refined code to the master branch. However, the development code will be implemented in private branches which will be merged when bugs, and problematic code is fixed. In addition, the code should have frequent commits with small changes to avoid merge conflicts and large rollbacks.

## 5 Proof of Concept Demonstration Plan

The proof of concept demonstration will display the server and the front end of the system. The front end of the project will only allow you to pick and play one song and will not include the voting aspect of the project. For the server aspect of the demonstration the song selected will play through the external speakers. The goal of this demonstration is to get the frontend client communicating with the server side and will allow us to verify that the project is feasible.

## 6 Technology

The software will be designed with primarily Node.JS and traditional web technologies.

Server: Express.JS Back-end: Javascript (via Node.JS) Web-app: HTML/CSS/JS as well as jQuery/AngularJS/Handlebars UI: Bootstrap

## 7 Coding Style

We will be using the Javascript coding style found here. We are using this coding convention because the code looks clear and concise with minimal whitespaces making it to read debug the code. Its important for code to have a long life cycle and this is one of the most standard ways to present javascript code.

## 8 Project Schedule

Provide a pointer to your Gantt Chart.

## 9 Project Review