SVN Policy for Angels Vs Demons game

This document contains the subversion (svn) policy for the Angels Vs Demons game for COMP3903.

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| --- | --- | --- |
| Version | Updater | Changes Made |
| 1.0 | Jacob Kwitkoski | Initial draft |
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# General Policy

As a rule, try to update to the latest version before making any changes to the code.

Always, always, ALWAYS include a message in your commits. This way you can see very quickly what has been changed in each version. Please make it a meaningful message to state what you actually changed, not just “modified test.cs”. A MUCH better and preferred message would be: “updated doSomething() in test.cs to check for null”

# Source code version control

Please DO NOT add to source control any files in the following directories:

* Angels\_Vs\_Demons/Angels\_Vs\_Demons/Angels\_Vs\_Demons/bin
* Angels\_Vs\_Demons/Angels\_Vs\_Demons/Angels\_Vs\_Demons/obj
* Angels\_Vs\_Demons/Angels\_Vs\_Demons/Angels\_Vs\_DemonsContent/bin
* Angels\_Vs\_Demons/Angels\_Vs\_Demons/Angels\_Vs\_DemonsContent/obj

The files we are concerned with for version control are the .cs files and all the content files (i.e. graphics, fonts).

Visual Studio 2010 (and XNA 4.0) are a bit different than Visual Studio 2008 and XNA 3.1. In 2010 and 4.0, the solution has two projects: a .csproj for the code, and a .contentproj. These two files, in addition to the solution itself, should not be updated. I believe these files got modified slightly on a user-to-user base, so until I clarify this please do not commit changes to these files. All other files that are not included in this commit version 8 are user-specific and SHOULD NOT be added to version control.

I have had to work out many svn SNAFUs where things have been added to source control that shouldn't have been.

# Document version control

For any documents required for this project (set-up info, A.I. helper docs), please check them in under /Docs/.

Let's make this a nice and easy project with regards to version control.