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DEATH-MATCH

CONFIGURATION MANAGEMENT PLAN

PROJECT GROUP MEMBERS

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1   Introduction

The purpose of this document is to define and explain the Configuration Management Plan for Best 11 Football Manager, performed by the group Death-Match.

1.1 Purpose of CMP

Best-11 is a project in which many different modules work together and communicate to each other in web-platform. The design document of this project is not as detailed as one may like and hence, possible missed parts have to be figured out in implementation phase. It is certain that some design elements simply may become useless and deficient or more useful methods could be discovered. Because of all these factors, the product should be revised constantly by all group members. Configuration of the software includes all the components, relations between the components, all the structures and relations forming the development process. The entities from apartly developed modules would not conform to each other which are not the intention. Configuration Management Plan discussed in this document will enable the concurrency and preempt this problem.

1.2 Scope of the Document

This document presents the configuration management structures and activities of DeathMatch. The general information about this report is provided in the "Introduction" chapter. In the second chapter, an overview of group structure is presented. Third chapter explains the configuration management process of DeathMatch and how it is maintained. Scheduling and resources are presented in fourth and fifth chapters respectively.

1.3 Definitions, Acronyms and Abbreviations

Best-11   Best 11 Football Manager

CM   Configuration Management

CMP   Configuration Management Plan

UI   User Interface

1.4 Document References

- Software Configuration Management lecture slides from Ceng492 course Website
- IEEE Standard for Software Configuration Management Plans – IEEE Std 828 – 1998

2 The Organizations CM Framework

2.1 Organization

DeathMatch consists of four people who are focused on different aspects of the development. The members are:

- Ahmet UĞUR

- İsmail Samet SORKUN

- Mehmet E. ŞENER

- Murat Ezgi BİNGÖL

Main decisions about the Project and reports are made by group these group members together. Communications within the group is vital, so like many other software engineering projects, Ahmet UĞUR is a team leader of this project.

2.2 Responsibilities

As a result of having different modules and tasks in project, division of labor is required. So we divide tasks and assign them to different members as table below:

	Ahmet UĞUR	İsmail Samet SORKUN	Mehmet E. ŞENER	Murat Ezgi BİNGÖL
Match Engine			X	X
Match Graphics			X	
UI Graphics		X	X	
UI				X
Database Management	X	X		
Website	X	X		
Facebook Api	X			X
Forum		X		X
Audio	X		X	
Documentation	X	X	X	X

2.3 Tools & Infrastructure

- **SVN:** SVN is a version control system. Since project is compromised of different modules, SVN is used to track every member's modifications and improvements.
- **Trac:** Trac is a project management, communication and bug tracking tool. Every module, task bug etc. can be assigned to group members to separate everyone's responsibilities. Moreover it is a tool that enables communication and shows project progress.
- **Web Page:** All documents and project progress can be seen via web page.

3 The CM Process

3.1 Identification

Configuration items of this project consist of 9 main parts:

3.1.1 Match Engine

Match engine part contains match calculations which are for the result of the match according to team conditions and player attributes.

3.1.2 Match Graphics

This part contains the flash animation of the key positions as goals, red or yellow cards, substitutions etc.

3.1.3 UI Graphics

Contains flash animations and flash buttons at UI.

3.1.4 UI

Contains the how Best-11 seems in facebook platform when will application adapted to the facebook.

3.1.5 Database Management

Contains the relations of database table and which values are taken database different conditions.

3.1.6 Website

Website is the development area of the project for SVN and the track. This website is also show how development process moves along. It also defines group details.

3.1.7 Facebook Api

This part includes the how the application adapted the server and the facebook from local host.

3.1.8 Forum

Forum is the transferring data and sharing information part.

3.1.9 Audio

This part contains playing the sound files saved when clicking the menu buttons and match sounds as goal or card positions in the match.

3.1.10   Documentation

Preparations of design reports of the project, weekly development process reports and user manuals are in the scope of documentation.

3.2 Management and Control

The process for submitting, evaluating and implementing configuration change requests can be analyzed in four stages.

3.2.1 System Change Request

Every group member could perform any type of change requests. Since minor requests are going to be handled by SVN, they are going to be directly out into the project; however group member who is responsible with the part of this change must approve the change. The process is going to be managed by Trac system when the need for a major change crops up. Each request is going to be represented as a ticket and this ticket is going to be opened to general access and every member of the group is going to be informed of the change request.

3.2.2 System Change Evaluation

In Trac system, the change request tickets are going to be the main stage for debates on the issue. Furthermore, group members are going to be able to talk about change requests in weekly and extra meeting times.

3.2.3 System Change Approval

Each team member is responsible about his specific work. In case of ambiguity on any kind of change request, the result of the issue is going to be determined by group consensus.

3.2.4 Implementation of Approved Changes

The implementation part of approved change is assigned to group member who has the responsibility of the corresponding module after the approval of a change request. After the implementation is finished, this member uploads the code to the SVN and every group member is informed about that change. Since only four people

are currently working on the project, all implementations are going to be considered by all group members.

3.3 Configuration Status Accounting

Configuration status accounting consists of the performed recording and reporting actions related with CIs. It tells group members, instructors and the assistant about the current status of the project. Our assistant is going to be informed by Trac system prior the weekly meetings in case of changes in the configuration. Furthermore, SVN is going to keep the track of all the changes related with our project. Group members are going to write comments on SVN and Trac when they make changes on the source code. Description and the purpose of the change are going to be explained clearly in the comments. All the members are going to take care for a possible corruption or loss of data on the project. Lastly, the changes are going to be enumerated with date of the change, and they are going to be placed in a text file to create a change log for correct evaluation of the project progress.

3.4 Auditing

Our team leader has the responsibility for maintenance of the reliable configuration version for this project. Important changes are notified to team members by team leader via meetings or other suitable channels such as Internet, phone call etc. The group reviews the state of the project and makes required modifications to the current configuration.

4   Project Schedules - CM Milestones

The main milestones of our project are listed below.

- **Pre-First Release Prototype:** It is planned to finish the skeleton of the game. Project modules are going to be completed by this prototype.

- **First Release:** It is an official milestone in order to finish the project. We are not going to make any architectural change in the project after this milestone.

- **Final Release:** It is the end of the project. We are going to finish all modules till then, and we are going to complete integration, testing and documentation.

5   Project Resources

The following tools are used for CM activities by our group, Death-Match:

- SVN

- Web Site

- Trac

Each member is going to use Trac in order to show their progress. These CM activities are going to help to make our efforts more efficient. And a steady software development cycle will be achieved. Weekly report, weekly backups, situation reports will be included.

6 Plan Optimization

We divided our CM responsibilities between our members according to their interests and abilities. Each member is responsible for himself. We are making regular weekly meetings for control over the group and also we have weekly meetings with our assistant.

Moreover, we control our process with small demos for consistency of our project.