
Global Frog Games

**Sir Stanley's Well Rounded Adventure
Developers Guide**

Version 1.1

Global Frog Games

Revision History

Date	Version	Description	Author
15/4/20	1.0	Initial writeup	Brooke Smith
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Iteration Plan

1. Introduction

1.1 Purpose

The purpose of this document is to explain how to set up a development environment for future developers who might work on this project.

1.2 Definitions, Acronyms, and Abbreviations

See glossary.

1.3 References

Team website:

<http://riogrande.cs.tcu.edu/1920GlobalGameApp/index.html>

Glossary

Vision Document

Developers Guide

Software Development Plan

Installation and User Guide

Software Requirements Specification

Testing Plan

Github Repository:

<https://github.com/tcusiordesigncourse/globalgameapp>

2. Programming Environment

2.1 Godot and Downloading the Project

Here are the steps to set up Godot for development:

1. Download the standard edition of Godot (version 3.1.1) from <https://godotengine.org/download/osx>
2. Now you will be able to easily import the project to your Godot editor by cloning/downloading it from Github: <https://github.com/tcusiordesigncourse/globalgameapp>, and then opening Godot and clicking the “Import” button

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3. Coding Standards

3.1 GDScript

Our group has been using GDScript to write code for this project. GDScript is Godot's built-in language. We used coding standards that are common when programming in Python.

- **Function naming schemes**
 - *Built-in signals:* `_on_node_action`
 - *Built-in and Utility functions:* `built_in_func`
 - *User Defined functions and signals:* `myFunction`
- **Datatype annotations**
 - Optional, but used when type is not clear, or in rare cases of strict enforcement.
- **Scene naming scheme**
 - *User defined:* `Name_{abbreviated type in caps}` or `Name{abbreviated type in caps}`
- **Return type on failure**
 - Return null
- **Persistent storage format used**
 - Use JSON file for all persistent user data
 - *Naming scheme:* `name_{purpose}.json`

4. Collaboration

4.1 Github

Our group uses Github to collaborate, share code, and track progress for our project. Our repository can be found at <https://github.com/tcuseriordesigncourse/globalgameapp>. Our group uses the Github Desktop App to easily use branches to make changes without affecting the master branch.

4.2 Google Docs

Our group also uses Google Docs to share documentation and meeting notes.

5. Project Management

5.1 Monday.com

Our group uses Monday.com for project management. With Monday.com we can track our progress on certain features, bugs, and other aspects of the project. To receive access to Monday.com, please contact Dr. Scherger.

5.2 WARs

WARs, or weekly activity reports are used to track what each team member accomplishes each week of development. Our WARs can be found here on our team website

6. Communication

6.1 Weekly Meetings

Our group meets weekly on Mondays at 11:00am CST to discuss progress and to collaborate on parts of the projects group members might need help with. On Wednesdays at 11:00am CST, we meet with Dr. Scherger to discuss our

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progress with him. Finally, extra meetings will be scheduled if needed.

6.2 Slack

Our group uses Slack to stay in contact with each other. Slack is used to send reminders about future meetings, schedule future meetings, answer questions about other's work, and to discuss our progress.

6.3 Zoom

Since Covid19 is preventing our group from meeting in person, we have moved all meetings to Zoom for any group collaboration or discussions.