

Design Documents and You

Now with >10,800% more animations!

0.0 This should be annoying by now

- LaBerge's Law #1: If it isn't written down, it doesn't exist
- By extension #1A: If you can't find it, it doesn't exist
- By further extension #1B: If other people need it and can't find it, it doesn't exist!

1.0 So what is a Design Document?

- Details all the design details of the project
- Used as a reference to keep the project on track and prevent feature creep
- Level of detail is dependant on project size

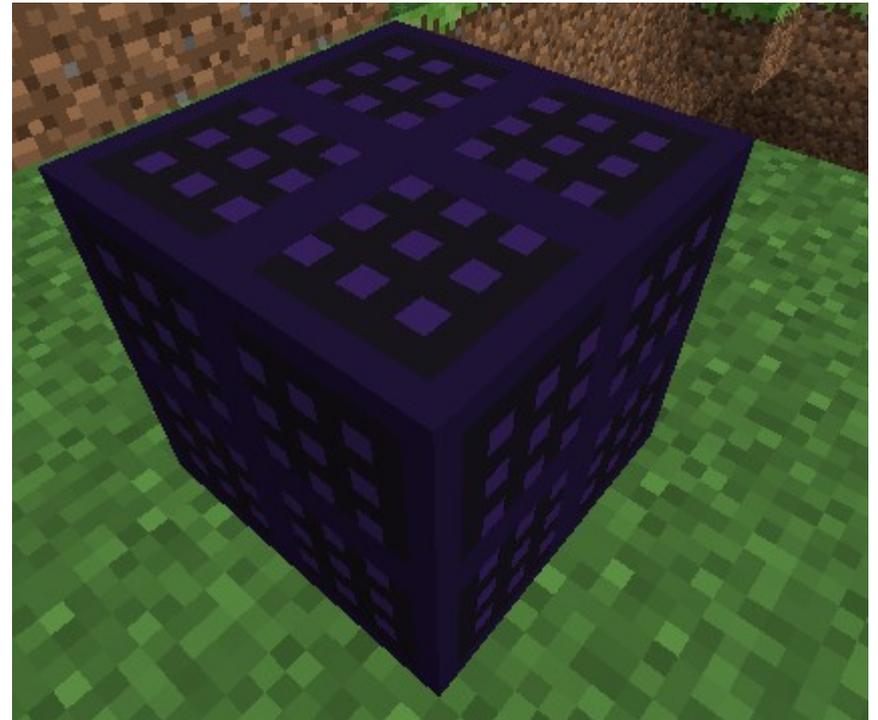
1.1 Feature Creep

Unplanned features added partly through the project

Can delay key features and project completion

A solid design document can help prevent feature creep from happening

This is feature creep →



1.2 Writing the Document

- Should contain every part of the game that has been designed
- It can change as the project progresses!
- Most of the work should be done, saved in your head or on random notes everywhere

1.3 Example Time!

- Carbonization Design Document

SVN For Newbies

Now with Mac Support!

2.0 Windows Setup

1. Go to <http://tortoisesvn.net/downloads.html>
2. Download the version that is correct for your operating system
3. Install it and restart your computer

2.1 Mac Setup

1. Go to <http://scplugin.tigris.org>
2. Follow the installation instructions
3. Ask a club veteran that uses macs for help if you get stuck

2.2 Linux Setup

1. In the command prompt, use `sudo apt-get install subversion`
2. Get a drink.

3.0 Using SVN

- Most clients have detailed instructions for how to use them
- There is also a more detailed guide on the UMBCGroups page
- Because I'm lazy, just read those when you need specific info
- This is just general notes on SVN

3.1 Using SVN

- The SVN cycle is in 3 parts
 - **Update**, get the new version of the project
 - **Add** any new files to the project
 - **Commit** the changes with a message
- With the commands to do these things matching the name

3.2 Using SVN

- Make sure you update the project before committing. **ALWAYS.**
- SVN doesn't automatically add new files
- Having commit messages is important