



## DEV DIARY 2

Doing it Properly

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A common pitfall that is easy to fall into as a dev team with a highly publicised project is to rush to a solution, looking for quick and easy results that fall apart under closer inspection. Therefore, the team is taking a professional approach, employing industry-standard techniques our team members are familiar with from their extensive experience in software engineering. Our first goals are; focusing on outlining requirements, goals, and building our software architecture, while we begin the basics of what will become OpenVic2.

Every software project starts with an objective or vision of a product, for us it's an open-source recreation of Victoria II. But while any amateur can knock together code, get some nice visuals quickly and convince themselves they're not far from a final product, professionals start with requirements. Whether it's user stories, use cases, requirements or a project schedule with inch pebbles approaching milestones, every project looking to design complex software will define a set of functionality as discrete, documented units. In a single phrase a requirement is "a single piece of software functionality", big or small, complex or simple. When we write requirements and we link them together, we build up a picture of what the software will look like over time. It's a good way to start off your design and funnily enough, that tends to come next when making software.



# Doing it Properly

But why use requirements? Well over time software projects get big, sometimes so big that lines of code numbers in the millions. Tracking what bits work and what doesn't becomes seriously hard work, but it's easier if you can follow requirements linked in a program. Line them up against tests for them and bingo, failed tests tell you where stuff isn't working. X, Y, Z requirements failed, look for the code where they are documented as comments and you're right there on the problem. Compartmentalisation, documentation and traceability. It's just writing software like everyone does but with more mindful planning and more readable, more maintainable code.

So far we're at circa ~685 requirements and counting, of which 230 are in-production, functional requirements. By the finish of the project we'll easily be into a high 5-figure number. It's a serious bit of work and a lot of bureaucracy to manage, but in the end it's the best way to run large software projects relying on high-performance, complex code.

Type	Status	Priority	ID	Uplinks	Downlinks	Text	Author	Reviewer	Acceptance Criteria	Test Method	Test Script	Last VVRRM
Describe	N/A	N/A	SS-1			1.0 Basic Functionality	joehprg36	hubert			None Selected	N/A
Non-Functional	In-Production	S - Should Have	SS-22			The application shall support Windows 10 & 11, OS X 10.15, and Linux	BickPi	joehprg36	The application passes all tests on Windows 10 & All	Manual Script	All	Not Run Yet
Non-Functional	In-Production	S - Should Have	SS-23			The application shall support graphics cards supporting OpenGL 4.5	BickPi	hubert	The application passes all tests on supported graf All	Manual Script	All	Not Run Yet
Non-Functional	In-Production	S - Should Have	SS-24			The application shall support both 32-bit and 64-bit architectures	BickPi	joehprg36	The application passes all tests under both 32-bit & 64-bit	Manual Script	All	Not Run Yet
Non-Functional	In-Production	S - Should Have	SS-25			The application shall support monitors with resolutions between 1280x800 and 4096x2160	BickPi	joehprg36	The application is logble and playable on monitor Manual Script	T_001_open	T_001_open	Not Run Yet
Non-Functional	In-Production	S - Should Have	SS-26		UI-44	The application shall support being played in windowed mode, full screen, and borderless full screen	BickPi	hubert	The application supports and is capable of being Manual Script	T_002_settin	T_002_settin	Not Run Yet
Describe	N/A	N/A	SS-2			1.1 Application	joehprg36	hubert			None Selected	N/A
User Req	In-Production	M - Must Have	SS-3		UI-11, UI-13, COM-2	The user shall be able to open the game application	joehprg36	BickPi	The user can see the application is open Manual Script	T_001_open	T_001_open	Not Run Yet
User Req	In-Production	M - Must Have	SS-4		UI-3	The user shall be able to close the game application	joehprg36	BickPi	While the game is open and the user has interacted Manual Script	T_001_open	T_001_open	Not Run Yet
Non-Functional	In-Production	M - Must Have	SS-35			The user shall be able to interact with the application using a keyboard	BickPi	hubert	User inputs can be interacted with using a keyboard Manual Script	T_002_settin	T_002_settin	Not Run Yet
User Req	In-Production	S - Should Have	SS-36			A user shall be able to start the application in Debug Mode	Ovrellan	BickPi	The application has started in Debug Mode Manual Script	T_001_open	T_001_open	Not Run Yet
Functional	In-Production	S - Should Have	SS-37		FS-18	The application shall support being localised by locale	BickPi	hubert	Strings can be localised depending on locale Manual Script	T_001_open	T_001_open	Not Run Yet
User Req	In-Production	S - Should Have	SS-38		UI-79	The user shall be able to change their locale	BickPi	hubert	The user can change their locale Manual Script	T_002_settin	T_002_settin	Not Run Yet
Non-Functional	In-Production	S - Should Have	SS-39			If no locale is specified by the user the application shall get the OS locale	BickPi	hubert	On first run the application correctly localises text Manual Script	T_001_open	T_001_open	Not Run Yet
Non-Functional	In-Production	S - Should Have	SS-40			If a translation for a certain locale isn't implemented it shall fall back to the OS locale	BickPi	hubert	Unimplemented locales fall back to implemented Manual Script	T_002_settin	T_002_settin	Not Run Yet
Non-Functional	In-Production	S - Should Have	SS-41			If a language is not available it shall fall back to the en_US locale	BickPi	hubert	Unimplemented languages fall back to American English Manual Script	T_002_settin	T_002_settin	Not Run Yet
Functional	In-Production	C - Could Have	SS-62		FS-18	Mods shall be able to define their own translations	BickPi	hubert	Mods are able to localise their own text keys Manual Script	T_002_settin	T_002_settin	Not Run Yet
User Req	In-Production	S - Should Have	SS-65		UIFPN-30	The user shall be able to use keyboard hotkeys to trigger content	joehprg36	hubert	Common UI interactions have hotkeys that trigger Manual Script	T_011_games	T_011_games	Not Run Yet
Describe	N/A	N/A	SS-5			1.2 Main Menu	joehprg36	hubert			None Selected	N/A
User Req	In-Production	M - Must Have	SS-14		UI-26, UI-36	The user shall be able to open the Game Lobby Menu for singleplayer	joehprg36	hubert	The user can access the Game Lobby Menu for si Manual Script	T_003_games	T_003_games	Not Run Yet
User Req	In-Production	M - Must Have	SS-15		UI-27, UI-36	The user shall be able to open the Game Lobby Menu for multiplayer	joehprg36	joehprg36	The user can access the Game Lobby Menu for m Manual Script	T_003_games	T_003_games	Not Run Yet
User Req	In-Production	M - Must Have	SS-4		UI-5, UI-25	The user shall be able to open the game settings menu from the main menu	joehprg36	BickPi	The user can access a settings menu on the main Manual Script	T_002_settin	T_002_settin	Not Run Yet
User Req	In-Production	S - Should Have	SS-17		UI-32	The user shall be able to see the project's credits	joehprg36	joehprg36	The user can access the credits Manual Script	T_004_credits	T_004_credits	Not Run Yet
Functional	In-Production	C - Could Have	SS-29		FS-4	Mods shall be able to append their own credits to the project's credits	BickPi	hubert	Mods credits are present beneath project credits Manual Script	T_004_credits	T_004_credits	Not Run Yet
Describe	N/A	N/A	SS-8			1.3 Settings Menu	joehprg36	hubert			None Selected	N/A
User Req	In-Production	M - Must Have	SS-7		UI-9, UI-10, UI-25	The user shall be able to open the game settings menu from a game lobby	joehprg36	BickPi	The user can access a settings menu while in a pl Manual Script	T_002_settin	T_002_settin	Not Run Yet
User Req	In-Production	M - Must Have	SS-8		UIFPN-7	The user shall be presented with default settings if none have been saved	joehprg36	Ovrellan	Default values are displayed (long list to verify) Manual Script	T_002_settin	T_002_settin	Not Run Yet
User Req	In-Production	M - Must Have	SS-10		UIFPN-12	The user shall be presented with saved settings if a user has previously saved settings	joehprg36	BickPi	Present values are displayed (long list to verify) Manual Script	T_002_settin	T_002_settin	Not Run Yet
User Req	In-Production	M - Must Have	SS-11		UI-6, UIFPN-13	The user shall be able to save settings persistently	BickPi	joehprg36	Persistent settings storage is updated when a user Manual Script	T_002_settin	T_002_settin	Not Run Yet
User Req	In-Production	M - Must Have	SS-13		UI-12, UI-14, UI-15, UI-16	The user shall be able to change game settings	joehprg36	BickPi	The user can change each of the game settings Manual Script	T_002_settin	T_002_settin	Not Run Yet
User Req	In-Production	M - Must Have	SS-27		UI-45	The user shall be able to change game controls	BickPi	hubert	The user can change each control Manual Script	T_002_settin	T_002_settin	Not Run Yet
Functional	In-Production	C - Could Have	SS-28		FS-11	Mods shall be able to add game controls	joehprg36	hubert	Control added in mod shows up under controls so Manual Script	T_002_settin	T_002_settin	Not Run Yet
Describe	N/A	N/A	SS-12			1.4 Game Lobby Menu	BickPi	joehprg36			None Selected	N/A
User Req	In-Production	M - Must Have	SS-16		UI-37	The user shall be able to return to the Main Menu from the Game Lobby	joehprg36	joehprg36	The user can return to the Main Menu from the G Manual Script	T_003_games	T_003_games	Not Run Yet
User Req	In-Production	M - Must Have	SS-18		UI-39	The user shall be able to select a previously saved game from the Game Lobby	joehprg36	joehprg36	The user can select a previously saved game from Manual Script	T_003_games	T_003_games	Not Run Yet
User Req	In-Production	M - Must Have	SS-19		UI-39	The user shall be able to select a start date from the Game Lobby	joehprg36	joehprg36	The user can select a start game from the Game Manual Script	T_003_games	T_003_games	Not Run Yet
User Req	In-Production	M - Must Have	SS-21		UI-43	The user shall be able to start a Game Session with the currently selected game	joehprg36	joehprg36	The user can start a Game Session with the cure Manual Script	T_003_games	T_003_games	Not Run Yet
Describe	N/A	N/A	SS-32			2.0 Game Session	Yuuji	hubert			None Selected	N/A

## Dev Cycle 1 Requirements



# Doing it Properly

So, why is this our priority? The team believes that in order to truly and definitively lift OpenVic2 into the modern standard in games, no half measures should be taken when it comes to the speed and stability of the product. We aren't aiming for a product that is kind of more stable with some buggy backwards compatibility with an arguably more modern feature set, we are aiming for the best of what we believe is achievable within a reasonable timeframe. Mounting architectural instability is a serious issue in many complicated software products, and it's an issue we are determined to snuff out with good planning, design, and standards for what we make.

Speaking of what we have made, our teams have hardly been idle while this planning phase takes place, the art and music teams have been hard at work drawing up concept art, UI style prototype, up-scaled and updated RGO icons, and mixing professional music to an industry standard (which we will talk about more in a soon to come dev diary)

On the final page are some examples of this amazing work and the many work in progress pieces of modelling, music, concept art, and UI prototypes we have. I hope you like them!

Well that's all I have for you today folks, I look forward to seeing you all in the next dev diary!



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Loading Screen by PeuPeu



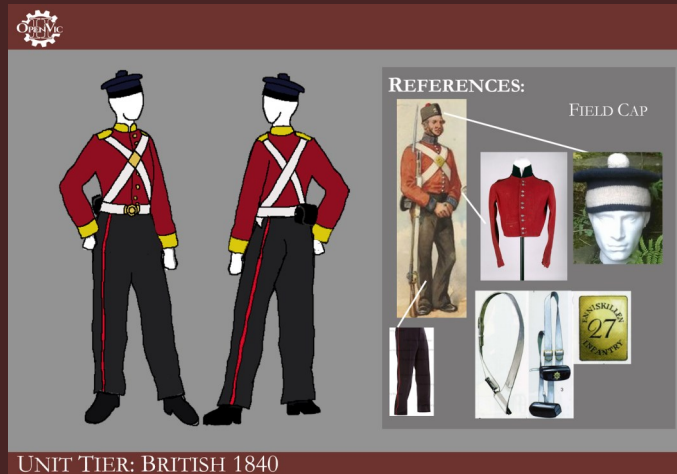
Iron Resource Icon by JunkJen



Button Icons by qazdr6

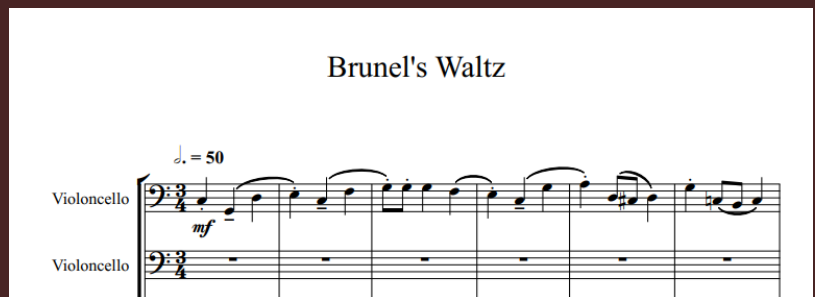


Base for Unit Model by Bon Marche



UNIT TIER: BRITISH 1840

Uniform Reference by Enigmatic



Catylist's take on Johan's Waltz

