Software Development Lifecycle

Design:
- Requirements
- Interface
- Rules
- Database design
- Reasons for the system
- DOCUMENTED!

Centralized docmentation

Standard Design Documentation

Database Design

Interface Design

Process Design

Software Development cycle

Development:
- Development Tools
- Visual Studio
- Version Control

Development Server
Version Control

Development Database

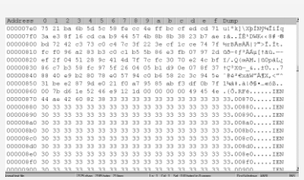
```
using UnityEngine;
using System.Collections;

public class [code] : MonoBehaviour {

   public RaycastHit hit = new RaycastHit();
   public Ray ray;


   // Update is called once per frame
   void Update () {
      if(Input.GetMouseButton(0)){
         ray = Camera.main.ScreenPointToRay(Input.mousePosition);
         hit = new RaycastHit();

         if(Physics.Raycast(ray, out hit)){
            if(hit.transform.tag == "      "){
               StartCoroutine("StartLevel", hit.audio);
            }

            if(hit.transform.tag == "      "){
               StartCoroutine("QuitGame", hit.audio);
            }
         }
      }
   }
```

Source Code

Testing/User acceptance:
- Isolated environment
- Automated test cases
- Version control

Test Server

Test Database

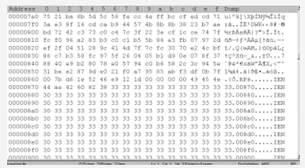


Compiled Code

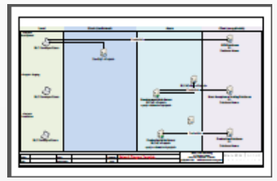
Deployment:
- Update production systems
- Automated/Manual
- Controlled process

Production Server

Production Database



Production Code



Environment Documentation

Support:
- Standard support documentation
- Each engineer trained
- Controlled process

Client:	Aquagon	Proj #:		Document:	Software Development Lifecycle
Date:		Project Name:		Desc:	

Black | Line Consulting
1771 W Diehl Road,
Suite 370, Naperville IL 60563
(630)388-1700 www.blacklineconsulting.com

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