Collaboration Guide

## Version Control

- Set-up separate GitHub repo from UMInnovate

- Every sprint starts with a new branch off of `main`.
  - Call it `dev#` or `sprint#`.
  - This is your home (dev) branch for the rest of the sprint.

- Every JIRA task/bug should involve adding a feature/fix branch off the `dev` branch.
  - Name it appropriately (i.e. "load_from_url" or by JIRA issue like "DV-40" for dicom visualizer issue 40).
  - Once the feature/fix is done make a pull request to the 'dev' branch and have a teammate review via GitHub Interface.
  - Will slow things down, but keep team in the loop. Reviewer(s) should highlight and comment where appropriate. If things are good, Reviewers should approve before they merge the request.

- Every sprint ends with a merge between `dev` and `master`.
  - Pull request is made and should be reviewed.
  - Rinse & Repeat
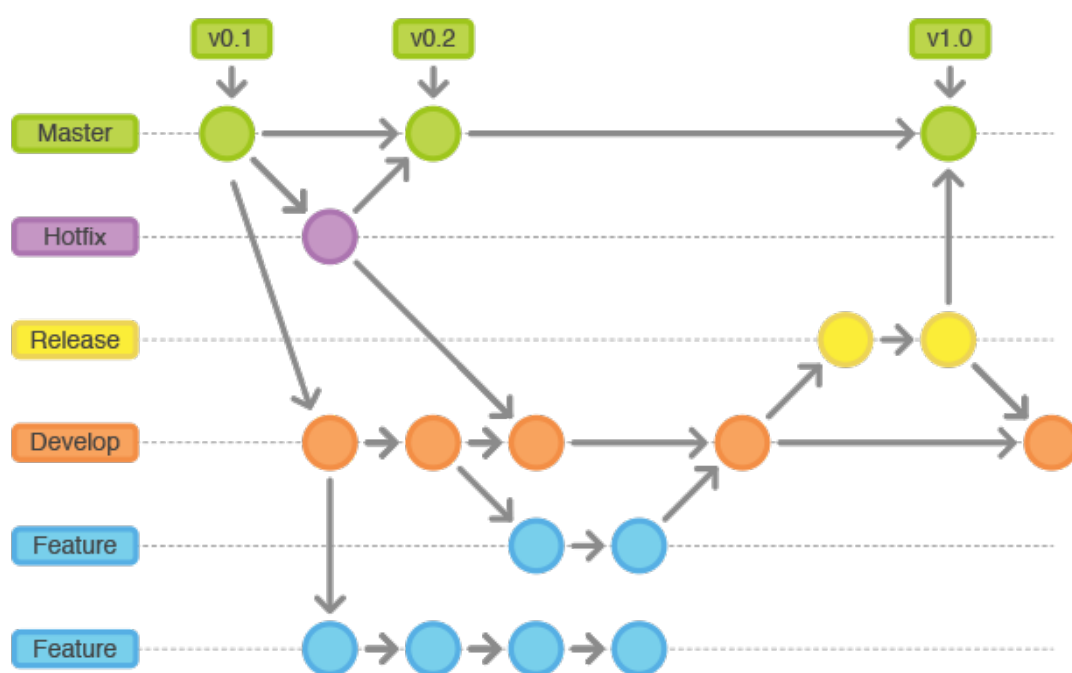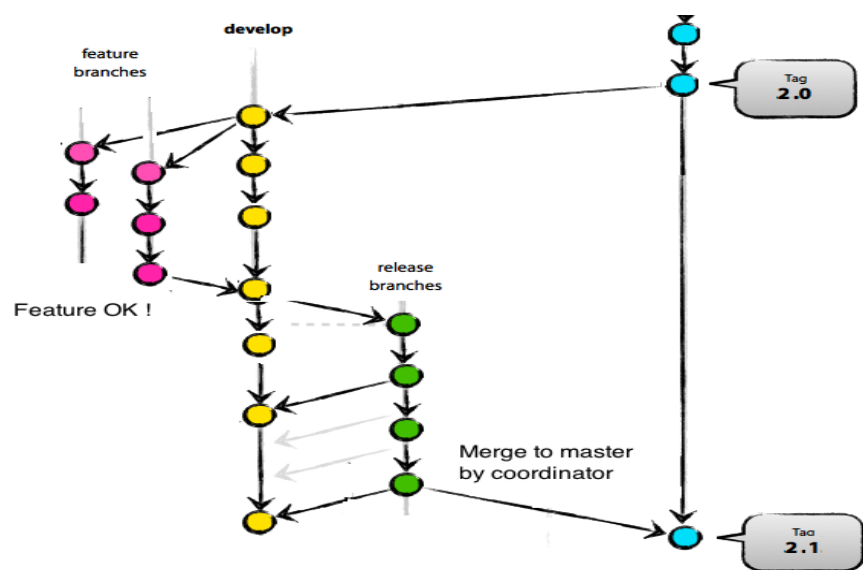
Unity & Scripting Golden Rules
1. Instantiate different scenes
    a. each person has their own folder (i.e. "02 Andrew")
2. When editing prefabs create variants
    a. each member has their own prefabs to edit
3. Consistent coding standard (makes reading code easier)
4. Create alternative scripts when experimenting
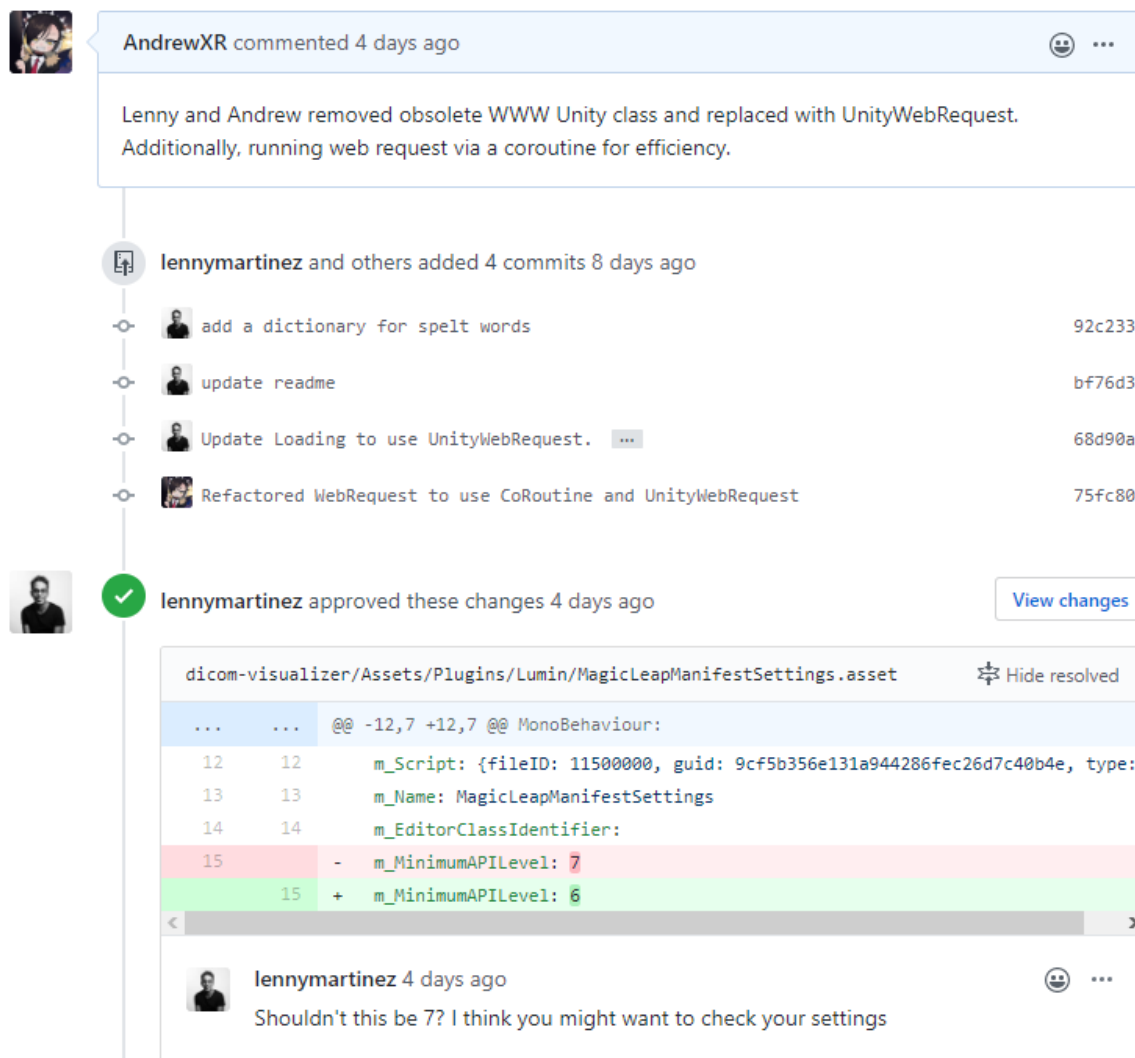5. Consistent scene hierarchy standard (ease-of-use)
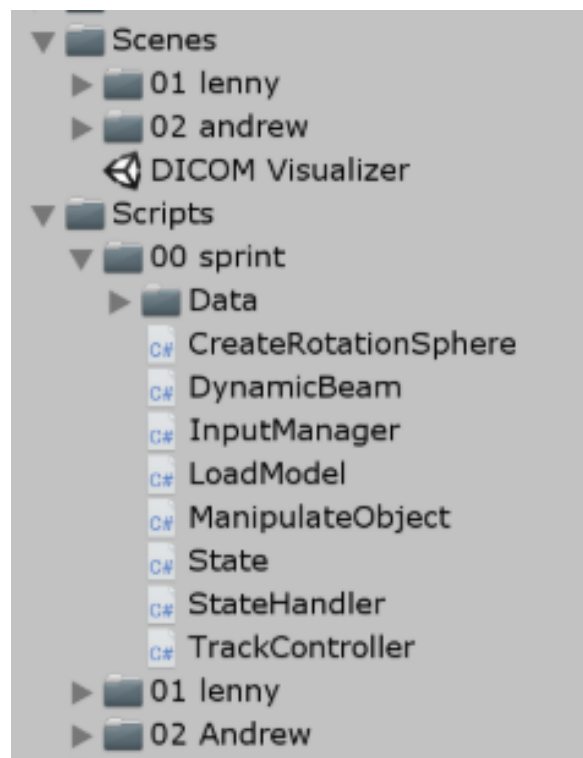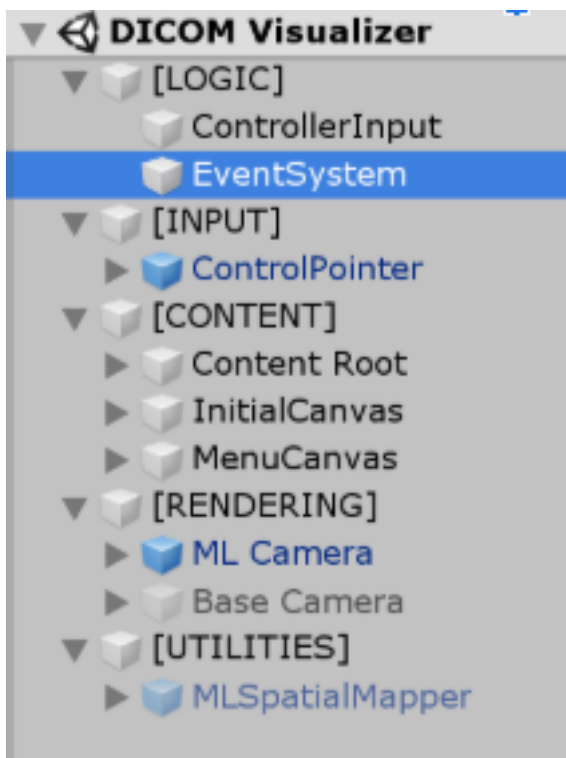
Teamwork

Standards
1. Update (frequently)

      a. Keep rest of the team informed on where-abouts and activity

      b. Even saying "hello" can go a long way

2. Document (periodically)

      a. Agile involves speedy dev, so keep it simple (detailed if possible)

      b. Photos, audio, video, text

      c. Future-proofing for yourself and others

      d. "Speaking only helps who's in the room, writing helps everyone. This includes people who couldn't make it, or future employees who join years from now"

3. Review (code, sketches, concepts)

      a. Helps each member stay in the loop

      b. Chance one member finds an issue that was left unspotted

      c. Promotes discussion among team

      d. GitHub Interface makes commenting on code snippets easy

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AndrewXR commented 4 days ago

Lenny and Andrew removed obsolete WWW Unity class and replaced with UnityWebRequest. Additionally, running web request via a coroutine for efficiency.

lennymartinez and others added 4 commits 8 days ago

```
add a dictionary for spelt words                              92c233e
update readme                                                 bf76d36
Update Loading to use UnityWebRequest.  ...                   68d90ad
Refactored WebRequest to use CoRoutine and UnityWebRequest    75fc808
```

✓ **lennymartinez** approved these changes 4 days ago   [View changes]

```
dicom-visualizer/Assets/Plugins/Lumin/MagicLeapManifestSettings.asset    ⚙ Hide resolved
...    ...    @@ -12,7 +12,7 @@ MonoBehaviour:
12     12         m_Script: {fileID: 11500000, guid: 9cf5b356e131a944286fec26d7c40b4e, type:
13     13         m_Name: MagicLeapManifestSettings
14     14         m_EditorClassIdentifier:
15         -      m_MinimumAPILevel: 7
       15   +      m_MinimumAPILevel: 6
```

lennymartinez 4 days ago

Shouldn't this be 7? I think you might want to check your settings