

Proposal: AssaultCube v1.3 - Lockdown Edition

Intro

The last AssaultCube release dates back to 2013. Since then a significant amount of changes have been implemented in the codebase without being released. There are a total of 1000+ code changes accrued over seven years. The current maintainers of the codebase have been lacking the required manpower to consolidate these changes into a new release. The aim is to work together in an effort to resolve this situation and prepare the new release. This document describes a way how this goal could be achieved.

Scope

Given the current Covid-19 situation most of the participants work from their home/home office each day. This special situation leads to the title and theme "Lockdown Edition". The scope is as follows:

- The 1000+ changes since 2013 (no additional features on top of that)
- A couple of new maps including "ac_lockdown" that artistically reflect the current lockdown situation (for example: masks on the floor and vaccination posters on the walls)
- A lightweight, super simple mobile client for Android

Collaboration

In order to succeed we need many people joining this mission and we need efficient collaboration. The idea is to split the work into five squads. This way we can break down the complexity and work together efficiently. There is a leader for each squad.

Squad	Members	Objective
Doc Squad	?	• Establish the changelog • Refresh the documentation so that it is known what to test and what to expect (the devs can provide a list of new/changed cubescrypt commands and variables as a start) • The knowledge of what the 1000+ changes actually include has been partially lost and this knowledge is regained through the doc squad
Q Squad	?	• Test release, patches • Create, manage and refine

		bugreports
3M squad	?	• Finalize and fix maps, models and media (3M) [seems to be done already with akimbo2] • Migrate maps to new version [seems to be done already with akimbo2] • Provide a couple of new maps
Dev Squad	?	• Consolidating all changes since 2013 (1000+ commits) • Prioritize and fix bugs • Release builds and patches
Com Squad [Optional]	?	• Implement a new value proposition for our target groups (our teaser on the website is the same as 15 years ago, it needs a refresh) • Implement text, screens, video for Google Play Store

Depending on the amount of people that join the mission the amount of squads might need to be reduced or merged.

Timeline

It is done when no critical bugs are left. The earlier the better.

Call to Action

Three questions:

- Do you agree with this proposal / what changes do you suggest?
- What squads would you like to join? (ideally more than 1)
- Who should lead the squads? Please propose one name per squad.