Gladiators: Ludus Manager [cheat]

Triple Linked List and Navigation.. With the help of Dan Moretti and Matt Lewis, I have decided. on a website: Lead Managers: Olympians and. now use bookmarking tools to manage all of their links. . 2005-09-27 4.4.. by Matt Nolan - Email (m-nolen@yahoo.com) - Web (www.m-n.com) -. Finder (file:///C:/.# Contributing We welcome contributions from all and are more than happy to help people along the way. ## The road to release * Our gitflow is pretty decent, so as soon as we've merged in a new feature, put it out in a release. We've got gitlab integration so you can see what we're doing and/or go in directly to release. * We like JIRA, and put out a *bug* on JIRA for every feature we have - it helps us keep track of everything and it helps people provide meaningful feedback if their suggested change isn't already being tracked. * We use the google group to let us know if something major is broken. Since issues are automatically closed we don't need to overload on the "sorry that made your day" emails in our inbox. * All our code is MIT licensed, with no copyleft, so we encourage everyone to contribute back upstream. ## Git and GitHub - source control We use git and github, and like to combine both in solving problems. * The central repository is on github, where we can push everything relevant. * Each remote-tracking branch is on github, where everyone can push to it. * We use a script to transfer changes from our local git directory to github. * We have a bugtracker that allows people to report issues using the tool of their choice. ## Testing * We're pretty good at unit testing but we've found the real secret to good architecture is good component design. So we test everything from design to implementation. * We've got CI sitting on our repo that makes sure our test coverage increases as we refactor. We're not yet running tests on all our windows so to speak but we work on it. ## Documentation * We've got a huge page about how we work that explains the road to release as well as the finer details of our development setup. * We often write blogs about

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