

3.6 Baseline Change Control

[Go To Top](#)

[Return to Phase 0 Baseline](#)

The team should treat the Phase 0 [Baseline](#) as controlled, not frozen. The Baseline may change as the team learns, but changes should occur deliberately and visibly.

A Baseline change may affect [Repository](#) structure, required tools, generated [Artifacts](#), [Node](#) patterns, [DDS/IDL](#) definitions, topic names, scripts, containers, logging conventions, [Exception Handling](#), [Acceptance Criteria](#), or demonstration scope. When a change affects shared implementation practice, the team should update the handbook or the relevant Repository documentation.

Developers should not make Baseline changes as incidental side effects of local coding work. A change that alters shared conventions should receive review before the team treats it as part of the Baseline. The review should consider [Traceability](#), [Reproducibility](#), [Compatibility](#), documentation, and impact on other team members.

The team should record open decisions and unresolved risks in the Risks and Open Decisions section. Once the team resolves an issue, it should update the relevant handbook section and, where appropriate, tag or otherwise identify the updated Baseline in [Git](#).

Baseline control gives the Phase 0 work its credibility. The team can improve the implementation as it learns. Still, it should always know which [Version](#) of the Repository, tools, scripts, generated Artifacts, Nodes, and Acceptance Criteria defines the current Phase 0 Baseline.

© 2026 Dido Solutions, Inc. and Jackrabbit Consulting, Inc.

From:

<https://wiki.didosolutions.com/> - **Dido Solutions, Inc Wiki**

Permanent link:

<https://wiki.didosolutions.com/fixdemo/05-part/03-phase-0-baseline/03-6-baseline-change-control/start>

Last update: **2026/08/08 19:14**

