

# Project game - Backlog

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Done 2nd week:

- Handling connection loss
- Sending xml
- Xml validation
- Message flow

Backlog 3rd week:

- Board creation
- Creating a game
- Connecting to server
- Bug fixing
- Integration tests
- Message passing
- Simple strategy
- Player message and actions
- Connecting to game
- Ending game
- Data response
- Accepting players
- Joining game

To do 3rd week:

- Board creation
- Creating a game
- Connecting to server
- Bug fixing
- Integration tests