# Project game - Backlog

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Done 3rd week:

- Creating board

- Connecting to server

- Bugfixes

- Integration tests

Backlog 4th week:

- Board creation

- Creating a game

- Bug fixing

- Integration tests

- Simple strategy

- Player message and actions

- Ending game

- Data response

To do 4th week:

- Connecting to game

- Accepting players

- Joining game

- Message passing