

# Project game - Backlog

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Done 4rd week:

- Connecting to game
- Accepting players
- Joining game
- Configuration files
- Board creation

Backlog 5th week:

- Bug fixing
- Integration tests
- Message Passing
- Simple strategy
- Player message and actions
- Ending game
- Data response
- Logging game events to csv file
- Code refactoring

To do 5th week:

- Message Passing
- Simple strategy
- Player message and actions
- Ending game
- Data response
- Logging game events to csv file