

Project game - Backlog

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Done 6th week:

- We have to send info to Server, not to accept new joingame if game starts
- Project can't handle when additional players wants to join game after game finished
- Goal fields should not be random (read from config)
- Clients should send ping to server

Backlog 7th week:

- GM should keep ranking of teams
- GM should log who won the game
- GM should start game again after finished game
- Players should sign up for next game after game finishes
- GM places pieces even when no players are available (when all players are disconnected)
- Integration of players
- Integration of game master
- Integration of communication server
- Server should inform gm about a disconnected player

To do 7th week:

- GM should keep ranking of teams
- GM should log who won the game
- GM should start game again after finished game
- Players should sign up for next game after game finishes
- GM places pieces even when no players are available (when all players are disconnected)