## Arbeitsjournal

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| --- | --- | --- | --- |
| **Datum** | **Wer** | **Kommentar** | **Tag** |
| 19.04.2012 | Cyril Stoller | code refactor: no magic numbers, moved playground dimensions to main-header-file. closes #17 |  |
| 19.04.2012 | Cyril Stoller | readme with v1.1 updated |  |
| 19.04.2012 | Cyril Stoller | code refactor: comments added #18 |  |
| 19.04.2012 | Cyril Stoller | added lost PPTX file again |  |
| 16.04.2012 | Nicolas Käser | draw\_mirror\_destroyed is now complete. #9 |  |
| 16.04.2012 | Marcel Baertschi | Merge branch 'master' of github.com:stocyr/LaserChess |  |
| 16.04.2012 | Cyril Stoller | removed to print the menu help everytime. closes #26 |  |
| 16.04.2012 | Cyril Stoller | removed debug infos, removed delay before exit #26 |  |
| 16.04.2012 | Marcel Baertschi | Merge branch 'master' of github.com:stocyr/LaserChess |  |
| 16.04.2012 | Cyril Stoller | Merge branch 'master' of github.com:stocyr/LaserChess |  |
| 16.04.2012 | Nicolas Käser | New draw\_mirror\_destroyed #9 |  |
| 16.04.2012 | Cyril Stoller | Merge branch 'master' of github.com:stocyr/LaserChess |  |
| 14.04.2012 | Marcel Baertschi | merge |  |
| 14.04.2012 | Nicolas Käser | Cosmetics |  |
| 14.04.2012 | Nicolas Käser | Added free() after path\_handler, which uses malloc() #26 |  |
| 14.04.2012 | Nicolas Käser | Laser now glowing. Closed #29 |  |
| 13.04.2012 | Nicolas Käser | Some little changes |  |
| 13.04.2012 | Nicolas Käser | Some comments changed |  |
| 13.04.2012 | Nicolas Käser | Some comment-fixed. draw\_mirror\_destroyed updated #9 |  |
| 13.04.2012 | Nicolas Käser | Custom laser-width works now completely. Closed #28 |  |
| 13.04.2012 | Nicolas Käser | Merge branch 'master' of github.com:stocyr/LaserChess |  |
| 13.04.2012 | Nicolas Käser | Custom laser-width works now #28 |  |
| 13.04.2012 | Cyril Stoller | added fun page on PPT |  |
| 13.04.2012 | Cyril Stoller | new testprotocoll, added git log command file |  |
| 13.04.2012 | Marcel Baertschi | programming |  |
| 13.04.2012 | Jascha Haldemann | Merge branch 'master' of github.com:stocyr/LaserChess |  |
| 13.04.2012 | Jascha Haldemann | Anpassungs Arbeitsplan und alle Header hinzugfuegt |  |
| 13.04.2012 | Cyril Stoller | Merge branch 'master' of github.com:stocyr/LaserChess |  |
| 13.04.2012 | Cyril Stoller | version 1.1 test processed |  |
| 13.04.2012 | Marcel Baertschi | Merge branch 'master' of github.com:stocyr/LaserChess |  |
| 13.04.2012 | Marcel Baertschi | added PPT |  |
| 13.04.2012 | Cyril Stoller | test precessed, bugs recorded | v1.1 |
| 12.04.2012 | Nicolas Käser | Added testprotocol, but it's not yet finished.. |  |
| 12.04.2012 | Nicolas Käser | Coded more in draw\_angled\_laser for Issue #5 |  |
| 12.04.2012 | Nicolas Käser | Fixed Qt-problem of Laserwidth in draw\_laser() Punkt 1&2 #5 |  |
| 12.04.2012 | Nicolas Käser | Comments corrected |  |
| 12.04.2012 | Nicolas Käser | Added Images v1.0, Closed #7 |  |
| 11.04.2012 | Marcel Baertschi | exit while laser |  |
| 11.04.2012 | Marcel Baertschi | debugged multiple closing |  |
| 10.04.2012 | Marcel Baertschi | debugged anykey --> exit, debugged menu, added exit to setfigure function |  |
| 08.04.2012 | Marcel Baertschi | added prtScr from Game, updated Datenbeschreibung, not finished |  |
| 06.04.2012 | Cyril Stoller | Ivo Oesch added custom graphics function SetQtOptions() |  |
| 05.04.2012 | Marcel Baertschi | added open existing file for map |  |
| 03.04.2012 | Marcel Baertschi | directeion of red wall figure changed to south |  |
| 03.04.2012 | Marcel Baertschi | Wall and King(Kong) cant be rotated anymore |  |
| 02.04.2012 | Nicolas Käser | Changed winner text function |  |
| 02.04.2012 | Nicolas Käser | Changed winner text function |  |
| 02.04.2012 | Jascha Haldemann | added a ! after win (thats important!) ^^ |  |
| 02.04.2012 | Nicolas Käser | Wrong comment removed | v1.0 |
| 02.04.2012 | Nicolas Käser | draw\_mirror\_destroy works now correctly, no matter if laser width or field line width is uneven |  |
| 02.04.2012 | Nicolas Käser | Little change in draw\_mirror\_destroyed |  |
| 02.04.2012 | Cyril Stoller | Update README.md |  |
| 02.04.2012 | Cyril Stoller | Update README.md |  |
| 02.04.2012 | Nicolas Käser | New destroy\_delay |  |
| 02.04.2012 | Nicolas Käser | Changed draw\_mirror\_destroy |  |
| 02.04.2012 | Nicolas Käser | draw\_winner\_text changed |  |
| 02.04.2012 | Jascha Haldemann | Merge branch 'master' of github.com:stocyr/LaserChess |  |
| 02.04.2012 | Jascha Haldemann | kleine Verbesserung beim Exit |  |
| 02.04.2012 | Nicolas Käser | Marco cosmetics |  |
| 02.04.2012 | Jascha Haldemann | laser\_delay 3 |  |
| 02.04.2012 | Jascha Haldemann | laser\_delay 3 |  |
| 02.04.2012 | Cyril Stoller | improved game logic a little. window closes automatically, welcome is just showing up the first time. |  |
| 02.04.2012 | Nicolas Käser | Laser draws now with drawline (width settable) |  |
| 02.04.2012 | Cyril Stoller | changed after-laser waiting time to 1s (as macro) |  |
| 02.04.2012 | Cyril Stoller | bug fix: wenn ein spiel fertig ist, muss die map geloescht werden!! |  |
| 02.04.2012 | Cyril Stoller | Merge branch 'master' of github.com:stocyr/LaserChess |  |
| 02.04.2012 | Cyril Stoller | new line after player x wins |  |
| 02.04.2012 | Nicolas Käser | Better comments, for my code in draw\_laser Nr.2 |  |
| 02.04.2012 | Nicolas Käser | Better comments, for my code in draw\_laser |  |
| 02.04.2012 | Nicolas Käser | Edited draw\_laser |  |
| 02.04.2012 | Cyril Stoller | changed player enum comment (no new definition, just comment) |  |
| 02.04.2012 | Cyril Stoller | optimized laser() for winner displaying in spiel.c instead of grafik.c |  |
| 02.04.2012 | Cyril Stoller | changed position of ascii-art-welcome banner |  |
| 02.04.2012 | Cyril Stoller | made draw\_winner\_text() global usable |  |
| 02.04.2012 | Cyril Stoller | outsourced winner text display to spiel.c |  |
| 02.04.2012 | Cyril Stoller | removed debug infos for Laser() call. Added final winner publication |  |
| 02.04.2012 | Cyril Stoller | debugged draw\_angled\_laser() -> second for-loop had wrong y bzw x coordinates |  |
| 02.04.2012 | Cyril Stoller | direction was rotated BEFORE giving as an argument to draw\_angled laser -> now AFTER. |  |
| 02.04.2012 | Cyril Stoller | Update README.md |  |
| 02.04.2012 | Cyril Stoller | Laser() didnt delete the mirrors -> fixed |  |
| 02.04.2012 | Cyril Stoller | debugged Laser() function, added debug infos |  |
| 02.04.2012 | Cyril Stoller | changed laser() function parameter dir to enum Direction |  |
| 02.04.2012 | Cyril Stoller | uncommented laser() function call / added debug infos |  |
| 02.04.2012 | Cyril Stoller | increased the speed of the laser |  |
| 02.04.2012 | Cyril Stoller | debugged wrong enum declaration for Direction |  |
| 02.04.2012 | Cyril Stoller | commented out coordinate debug printf |  |
| 02.04.2012 | Cyril Stoller | added 2secs of sleep after each laser-fire-round completed |  |
| 02.04.2012 | Marcel Baertschi | expanded move\_figure, fixed focus, debugged set\_figures, little changes in spiel. LASER function generates abend |  |
| 01.04.2012 | Marcel Baertschi | Merge branch 'master' of github.com:stocyr/LaserChess |  |
| 01.04.2012 | Marcel Baertschi | focusbug fixed |  |
| 01.04.2012 | Nicolas Käser | Changed images-path to img, draw\_mirror\_destroyed is without images |  |
| 01.04.2012 | Nicolas Käser | Changed images-path to img, draw\_mirror\_destroyed is without images |  |
| 01.04.2012 | Nicolas Käser | Improved draw\_winner\_text |  |
| 01.04.2012 | Nicolas Käser | Improved draw\_king\_destroyed and addet draw\_winner\_text |  |
| 01.04.2012 | Nicolas Käser | Improved draw\_mirror\_destroyed |  |
| 01.04.2012 | Nicolas Käser | Improved draw\_mirror\_destroyed |  |
| 01.04.2012 | Nicolas Käser | Some little changes |  |
| 01.04.2012 | Nicolas Käser | Changed draw\_king\_destroyed to same as draw\_mirror\_destroyed |  |
| 01.04.2012 | Nicolas Käser | Comment cosmetics |  |
| 01.04.2012 | Nicolas Käser | Macro cosmetics Nr.2 |  |
| 01.04.2012 | Nicolas Käser | Macro cosmetics |  |
| 01.04.2012 | Nicolas Käser | Changed PERCENT\_FIELD\_SIZE to float |  |
| 01.04.2012 | Nicolas Käser | Better draw\_mirror\_destroyed, but still beta |  |
| 01.04.2012 | Nicolas Käser | Added code to draw\_destroy\_mirror (beta 2) |  |
| 01.04.2012 | Nicolas Käser | Added previously removed code as comment for clarity |  |
| 01.04.2012 | Nicolas Käser | Changed header of my functions |  |
| 01.04.2012 | Nicolas Käser | Graphic-window closing works now, and Player toggle |  |
| 01.04.2012 | Nicolas Käser | Fixed wrong rotations (Rotation() was CW..) |  |
| 01.04.2012 | Nicolas Käser | Addet comment |  |
| 01.04.2012 | Marcel Baertschi | Merge branch 'master' of github.com:stocyr/LaserChess |  |
| 01.04.2012 | Marcel Baertschi | added variable for return value of laserfunction |  |
| 01.04.2012 | Nicolas Käser | Drawing of figures move works now |  |
| 01.04.2012 | Nicolas Käser | Figures on first field-line now focusable |  |
| 31.03.2012 | Nicolas Käser | Challenge accepted |  |
| 31.03.2012 | Jascha Haldemann | Anpassung der draw\_laser()-Funktion (da Punkt oben Links) |  |
| 31.03.2012 | Jascha Haldemann | Merge branch 'master' of github.com:stocyr/LaserChess |  |
| 31.03.2012 | Jascha Haldemann | Punkt wieder oben links!!! fehler im skript von ivo! -> y-offset-fehler somit behoben |  |
| 31.03.2012 | Nicolas Käser | More rotation cosmetics |  |
| 31.03.2012 | Nicolas Käser | Some little changes of rotations |  |
| 31.03.2012 | Nicolas Käser | Removed code to close graphics window, figure select dosn't work anymore |  |
| 31.03.2012 | Nicolas Käser | Added code to close graphics window |  |
| 31.03.2012 | Nicolas Käser | Changed image-scale relative to field-size #2 |  |
| 31.03.2012 | Nicolas Käser | Changed image-scale relative to field-size |  |
| 31.03.2012 | Nicolas Käser | Corrected draw Positions |  |
| 31.03.2012 | Nicolas Käser | Corrected Rotation and changed DrawTransformedImage to draw\_transformed\_image |  |
| 31.03.2012 | Nicolas Käser | Changed DrawTransformedImage |  |
| 31.03.2012 | Nicolas Käser | Cosmetics for draw\_figure |  |
| 31.03.2012 | Jascha Haldemann | Rahmen nach DrawTransformedImage() |  |
| 31.03.2012 | Nicolas Käser | draw\_figure works now, but rotation not nice yet |  |
| 31.03.2012 | Jascha Haldemann | is\_inside\_map -> line\_width eingerechnet (damit nicht > 800\*600 |  |
| 30.03.2012 | Nicolas Käser | Merge branch 'master' of github.com:stocyr/LaserChess |  |
| 30.03.2012 | Nicolas Käser | Moved images-folder to debug, and some little changes. |  |
| 30.03.2012 | Jascha Haldemann | manikuere |  |
| 30.03.2012 | Nicolas Käser | Changed moved images-folder to debug & some little changes |  |
| 30.03.2012 | Nicolas Käser | Changed moved images-folder to debug & some little changes |  |
| 30.03.2012 | Jascha Haldemann | some tests with line\_width and little changes in some comments |  |
| 30.03.2012 | Nicolas Käser | Changed image-files to PNG |  |
| 30.03.2012 | Nicolas Käser | Changed Image path. But init\_figure\_images() dosn't work yet.. (No am hoeie) |  |
| 30.03.2012 | Cyril Stoller | added debug printfs |  |
| 30.03.2012 | Cyril Stoller | edited draw figure |  |
| 30.03.2012 | Cyril Stoller | debugged is\_inside\_map |  |
| 30.03.2012 | Cyril Stoller | merge |  |
| 30.03.2012 | Cyril Stoller | merge |  |
| 30.03.2012 | Nicolas Käser | Changed draw fig |  |
| 30.03.2012 | Nicolas Käser | merged drawfigure |  |
| 30.03.2012 | Nicolas Käser | Added PNG file for test |  |
| 30.03.2012 | Jascha Haldemann | Anpassung Grafikfenster |  |
| 30.03.2012 | Jascha Haldemann | map\_to\_pixel -> y 500-(y\*100) |  |
| 30.03.2012 | Cyril Stoller | resolved syntax error |  |
| 30.03.2012 | Cyril Stoller | Merge branch 'master' of github.com:stocyr/LaserChess |  |
| 30.03.2012 | Cyril Stoller | changed the map\_to\_pixel and pixel\_to\_map function |  |
| 30.03.2012 | Jascha Haldemann | Merge branch 'master' of github.com:stocyr/LaserChess |  |
| 30.03.2012 | Jascha Haldemann | some changes and tests by ivo |  |
| 30.03.2012 | Marcel Baertschi | merged spiel parameter |  |
| 30.03.2012 | Marcel Baertschi | Input para for spiel and laser resolved, deletet switch in spiel |  |
| 30.03.2012 | Cyril Stoller | Function headers improved |  |
| 30.03.2012 | Marcel Baertschi | Merge branch 'master' of github.com:stocyr/LaserChess |  |
| 30.03.2012 | Marcel Baertschi | added scrollwheel to init map |  |
| 30.03.2012 | Jascha Haldemann | Merge branch 'master' of github.com:stocyr/LaserChess |  |
| 29.03.2012 | Nicolas Käser | Improved init\_figure\_images() and some little changes |  |
| 29.03.2012 | Jascha Haldemann | Merge branch 'master' of github.com:stocyr/LaserChess |  |
| 29.03.2012 | Cyril Stoller | macro ROTATE\_<DIR>() is doing the rotation of the variabel itself! -> removed variable assignment. |  |
| 29.03.2012 | Cyril Stoller | removed the draw\_empty\_field() call on the new field of figure\_move() |  |
| 28.03.2012 | Marcel Baertschi | added function header, expanded scroll imput rutine, added clear old figure to move\_figure |  |
| 28.03.2012 | Jascha Haldemann | Merge branch 'master' of github.com:stocyr/LaserChess |  |
| 28.03.2012 | Cyril Stoller | specified laser() function input parameter documentation |  |
| 28.03.2012 | Jascha Haldemann | Merge branch 'master' of github.com:stocyr/LaserChess |  |
| 28.03.2012 | Jascha Haldemann | Grafikfenstergroesse \* 2 zum Beheben/Betrachten von Fehler |  |
| 28.03.2012 | Cyril Stoller | added functionality for splitter hit (-> two independable lasers) |  |
| 28.03.2012 | Cyril Stoller | added macro for MIN() and MAX() functions |  |
| 28.03.2012 | Cyril Stoller | added macro for ABS() function |  |
| 28.03.2012 | Marcel Baertschi | Merge branch 'master' of github.com:stocyr/LaserChess |  |
| 28.03.2012 | Marcel Baertschi | Spielmodul programmiert, aufruf LASER fehlt noch |  |
| 27.03.2012 | Nicolas Käser | Added issue-comments as reminders (TO DOs) |  |
| 27.03.2012 | Nicolas Käser | Added issue-comment to init\_figure\_images() as reminder |  |
| 27.03.2012 | Nicolas Käser | Corrected rotation & changed init\_figure\_images() return value. |  |
| 27.03.2012 | Nicolas Käser | Added complete image-files (Beta 2.0). |  |
| 26.03.2012 | Marcel Baertschi | added new lib for scrollwheel |  |
| 26.03.2012 | Marcel Baertschi | Merge branch 'master' of github.com:stocyr/LaserChess |  |
| 26.03.2012 | Marcel Baertschi | debug anzeige auskommentiert |  |
| 25.03.2012 | Jascha Haldemann | Rahmen zeichnen bei draw\_emty\_field() und images |  |
| 25.03.2012 | Cyril Stoller | changed image path to root folder /img/ |  |
| 25.03.2012 | Cyril Stoller | Merge branch 'master' of github.com:stocyr/LaserChess |  |
| 25.03.2012 | Cyril Stoller | added image loading function call to main routine |  |
| 25.03.2012 | Nicolas Käser | Added beta figure\_error.gif |  |
| 25.03.2012 | Cyril Stoller | Merge branch 'master' of github.com:stocyr/LaserChess |  |
| 25.03.2012 | Nicolas Käser | Added code for error image |  |
| 25.03.2012 | Cyril Stoller | added beta .gif graphics for testing in folder /img/ |  |
| 25.03.2012 | Nicolas Käser | Changed image path (JPG to GIF) |  |
| 25.03.2012 | Nicolas Käser | Corrections and cosmetics |  |
| 24.03.2012 | Nicolas Käser | Corrected some errors |  |
| 24.03.2012 | Nicolas Käser | Added some functions. |  |
| 24.03.2012 | Nicolas Käser | Added some functions. |  |
| 24.03.2012 | Cyril Stoller | outsourced the figure[] array to be a main-function-variable |  |
| 24.03.2012 | Cyril Stoller | removed fallback enum status :) |  |
| 24.03.2012 | Cyril Stoller | added a fallback status for some enums (eliminates a compiler warning) |  |
| 24.03.2012 | Cyril Stoller | excluded the executable from git version control |  |
| 24.03.2012 | Cyril Stoller | merge |  |
| 24.03.2012 | Cyril Stoller | merge |  |
| 24.03.2012 | Jascha Haldemann | darstellung exit |  |
| 24.03.2012 | Jascha Haldemann | enum in parameter |  |
| 24.03.2012 | Jascha Haldemann | unstimmiger parameter gefixt |  |
| 24.03.2012 | Jascha Haldemann | diverses + grafik.c/h |  |
| 24.03.2012 | Cyril Stoller | outsourced the title LaserChess" to the headerfile" |  |
| 24.03.2012 | Cyril Stoller | changed Orientation enum to compass point names (N, E, S, W) |  |
| 24.03.2012 | Marcel Baertschi | commented out errorpart |  |
| 24.03.2012 | Marcel Baertschi | mapinit funkt. auskommentiert, war der grund fuer Absturz |  |
| 24.03.2012 | Cyril Stoller | added executable file to git version control |  |
| 24.03.2012 | Cyril Stoller | changed parameter angle datatype from int to enum. fixed struct-pointer syntax error |  |
| 24.03.2012 | Cyril Stoller | changed parameter angle datatype from int to enum |  |
| 24.03.2012 | Cyril Stoller | changed pawn type LASER to CANNON (syntax error) |  |
| 24.03.2012 | Cyril Stoller | added switch branch for CANNON |  |
| 24.03.2012 | Cyril Stoller | added the enum Direction once again. added enum Angle |  |
| 23.03.2012 | Jascha Haldemann | Merge branch 'master' of github.com:stocyr/LaserChess |  |
| 23.03.2012 | Jascha Haldemann | draw\_laser() and draw\_angled\_laser() |  |
| 23.03.2012 | Nicolas Käser | Edited enum Orientation (LaserChess.h) and edited Grafik.c |  |
| 23.03.2012 | Nicolas Käser | Merge branch 'master' of github.com:stocyr/LaserChess |  |
| 23.03.2012 | Nicolas Käser | Coded draw\_mirror\_destroyed and draw\_king\_destroyed |  |
| 23.03.2012 | Jascha Haldemann | fehler behoben draw\_playground |  |
| 23.03.2012 | Jascha Haldemann | maingfx uebernommen -> prog ausfuehrbar |  |
| 22.03.2012 | Nicolas Käser | deleted upload-test file |  |
| 22.03.2012 | Nicolas Käser | Added file |  |
| 22.03.2012 | Marcel Baertschi | added prototypes to grafek.h, set\_figure function createt, new module file for spielfunktion added, fixed some syntax errors |  |
| 21.03.2012 | Jascha Haldemann | some little corrections and color defines |  |
| 20.03.2012 | Jascha Haldemann | Merge branch 'master' of github.com:stocyr/LaserChess |  |
| 20.03.2012 | Jascha Haldemann | new function: drwa\_focus() added, some changes grafik.c/h. Important: map\_to\_pixel() funktion changed! -> Point now in the lower left corner! |  |
| 20.03.2012 | Cyril Stoller | Update README.md |  |
| 20.03.2012 | Marcel Baertschi | prototype syntax error fixed, header adapted |  |
| 20.03.2012 | Marcel Baertschi | Magic numbers removed, for-loop written |  |
| 20.03.2012 | Jascha Haldemann | Merge branch 'master' of github.com:stocyr/LaserChess |  |
| 20.03.2012 | Marcel Baertschi | Merge branch 'master' of github.com:stocyr/LaserChess |  |
| 20.03.2012 | Marcel Baertschi | Edited Module pixel\_to\_map function, added init fnctions and menu to LaserChess.c |  |
| 20.03.2012 | Cyril Stoller | wrote module is\_figure() |  |
| 19.03.2012 | Cyril Stoller | included switch branches WALL and SPLITTER |  |
| 19.03.2012 | Jascha Haldemann | diverse Grafikfunktionen |  |
| 19.03.2012 | Cyril Stoller | wrote new modules, calling WaitMs() now |  |
| 19.03.2012 | Cyril Stoller | changed global map array boundaries to NamN (non-a-magic-number) |  |
| 19.03.2012 | Jascha Haldemann | worked on grafik.c und .h |  |
| 19.03.2012 | Cyril Stoller | updated logik-function header |  |
| 19.03.2012 | Cyril Stoller | Merge branch 'master' of github.com:stocyr/LaserChess |  |
| 19.03.2012 | Cyril Stoller | added new module draw\_king\_destroyed() into specs |  |
| 19.03.2012 | Marcel Baertschi | deleted specific project files |  |
| 19.03.2012 | Marcel Baertschi | debugged some syntax errors |  |
| 19.03.2012 | Marcel Baertschi | logik header added |  |
| 19.03.2012 | Marcel Baertschi | Merge branch 'master' of github.com:stocyr/LaserChess |  |
| 19.03.2012 | Marcel Baertschi | added object files und release folder to gitignore |  |
| 18.03.2012 | Cyril Stoller | finished laser function raw (not tested yet) |  |
| 18.03.2012 | Cyril Stoller | changed x,y to struct pos, changed laser() return values |  |
| 17.03.2012 | Cyril Stoller | updated laserChess header |  |
| 17.03.2012 | Cyril Stoller | added module logik.c |  |
| 17.03.2012 | Cyril Stoller | umstrukturierung main-file und main-header |  |
| 17.03.2012 | Cyril Stoller | modified styleguide: variable names |  |
| 17.03.2012 | Cyril Stoller | changed styleguide slightly, added graphic and logic module file |  |
| 16.03.2012 | Cyril Stoller | file update |  |
| 16.03.2012 | Cyril Stoller | Merge branch 'master' of github.com:stocyr/LaserChess |  |
| 16.03.2012 | Cyril Stoller | update after CRC review |  |
| 16.03.2012 | Jascha Haldemann | Merge branch 'master' of github.com:stocyr/LaserChess |  |
| 16.03.2012 | Jascha Haldemann | Zeitplan aktualisiert |  |
| 16.03.2012 | Cyril Stoller | Merge branch 'master' of github.com:stocyr/LaserChess |  |
| 16.03.2012 | Cyril Stoller | updated module.docx |  |
| 16.03.2012 | Cyril Stoller | updated parameters in module.docx |  |
| 16.03.2012 | Jascha Haldemann | arbeitsplan aktualisiert |  |
| 16.03.2012 | Jascha Haldemann | Alter Arbeitsplan geloescht |  |
| 16.03.2012 | Jascha Haldemann | Merge branch 'master' of github.com:stocyr/LaserChess |  |
| 16.03.2012 | Jascha Haldemann | arbeitsjournal 09.03.12 |  |
| 14.03.2012 | Nicolas Käser | Added Arbeitsplan.xls, better Version of Arbeitsplan\_Vorlage.xls ;) |  |
| 14.03.2012 | Marcel Baertschi | Makro added |  |
| 14.03.2012 | Marcel Baertschi | new Mainfile added |  |
| 10.03.2012 | Cyril Stoller | typos in readme |  |
| 10.03.2012 | Cyril Stoller | added commata in readme |  |
| 10.03.2012 | Cyril Stoller | added line in readme |  |
| 10.03.2012 | Cyril Stoller | added graphic in readme |  |
| 09.03.2012 | Cyril Stoller | tag history included in readme file |  |
| 09.03.2012 | Cyril Stoller | deleted blub.txt | v0.2 |
| 09.03.2012 | Cyril Stoller | Merge branch 'master' of github.com:stocyr/LaserChess |  |
| 09.03.2012 | Marcel Baertschi | Merge branch 'master' of github.com:stocyr/LaserChess |  |
| 09.03.2012 | Cyril Stoller | excluded temporary files from word, visio etc |  |
| 09.03.2012 | Marcel Baertschi | Arbeitsplanung und Modulaufteilung angepasst |  |
| 09.03.2012 | Nicolas Käser | modified file blob.txt |  |
| 09.03.2012 | Nicolas Käser | added file blob.txt |  |
| 09.03.2012 | Cyril Stoller | updated flowchart and module description |  |
| 05.03.2012 | Cyril Stoller | moved flowcharts to visio file |  |
| 05.03.2012 | Cyril Stoller | Merge branch 'master' of github.com:stocyr/LaserChess |  |
| 05.03.2012 | Cyril Stoller | added module draw\_figure to module description |  |
| 05.03.2012 | Marcel Baertschi | updated readme (additional git setting tips) |  |
| 05.03.2012 | Marcel Baertschi | update pflichtenheft |  |
| 04.03.2012 | Cyril Stoller | added data-description |  |
| 02.03.2012 | Cyril Stoller | pflichtenheft besprechung, umriss der module |  |
| 02.03.2012 | Cyril Stoller | arbeitsjournal update | v0.1 |
| 02.03.2012 | Marcel Baertschi | Ueberarbeitung Pflichtenheft |  |
| 02.03.2012 | Marcel Baertschi | Merge branch 'master' of github.com:stocyr/LaserChess |  |
| 02.03.2012 | Marcel Baertschi | typo in pflichtenheft |  |
| 02.03.2012 | Jascha Haldemann | file weg |  |
| 02.03.2012 | Jascha Haldemann | file geadded |  |
| 02.03.2012 | Cyril Stoller | added Pflichtenheft LaserChess.docx and some graphics |  |
| 01.03.2012 | Cyril Stoller | commented the window-size line |  |
| 01.03.2012 | Cyril Stoller | changed the window size to 600\*400 |  |
| 01.03.2012 | Cyril Stoller | updated readme with links concerning git and github |  |
| 26.02.2012 | Cyril Stoller | added sample project of Ivo |  |
| 25.02.2012 | Cyril Stoller | added arbeitsjournal.xls |  |
| 24.02.2012 | Cyril Stoller | arbeitsjournal und regeln hinzugefuegt |  |
| 24.02.2012 | Cyril Stoller | rules of khet pdf-file added |  |
| 24.02.2012 | Cyril Stoller | liks added in readme |  |
| 24.02.2012 | Cyril Stoller | Update README.md |  |
| 24.02.2012 | Cyril Stoller | new readme |  |
| 24.02.2012 | Cyril Stoller | first commit |  |