Create digital version of Resource management game (RMG-1)

↳ [RMG-5] Project Manager (Board) View Created: 2024-09-18 Updated: 2024-09-30

Status:	To Do
Project:	Resource Management Game
Components:	None
Affects versions:	None
Fix versions:	None
Parent:	Create digital version of Resource management game

Type:	Sub-task	**Priority:**	Major
Reporter:	Shilpa Ramisetti	**Assignee:**	Sergiu Gavrila
Resolution:	Unresolved	**Votes:**	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		

Attachments:	🖼 image-20240924-103746.png 🖼 image-20240924-103831.png 🖼 image-20240924-103921.png 🖼 image-20240924-105012.png 🖼 image-20240924-105044.png 🖼 image-20240924-105114.png 🖼 image-20240924-110247.png 🖼 image-20240924-110333.png

Description

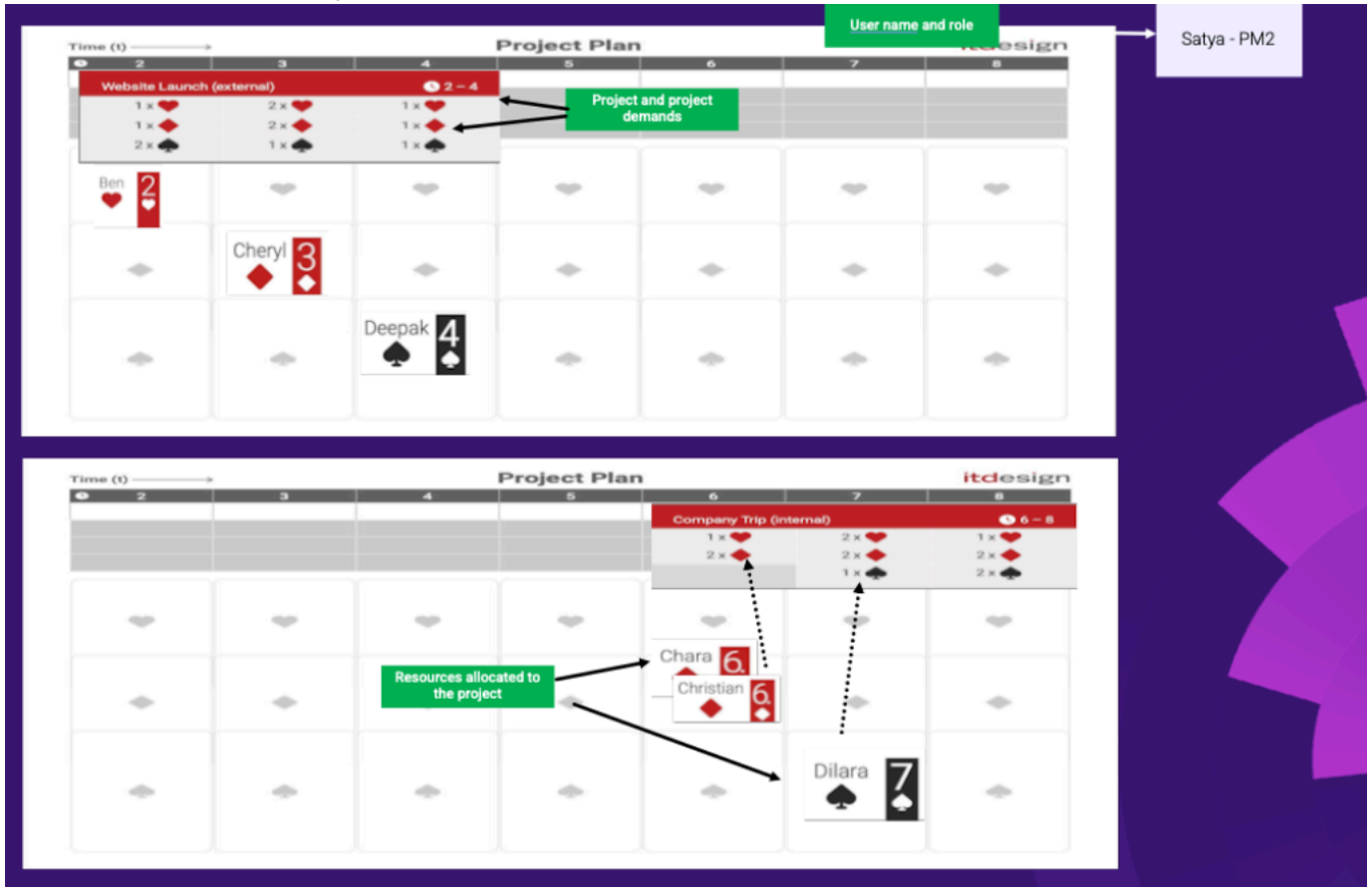Display Project Plan Board, Projects and Resources assigned to the board.

Backend

- For REST API endpoint implementation details, see https://itdesign-de.atlassian.net/browse/RMG-1
- Implement a REST API endpoint to reads the player informations, like name and role
- Implement a REST API endpoint to read the Project for which you are a project manager
- Implement a REST API endpoint to reads the project demand
- Implement a REST API endpoint to read the resources
- Implement a REST API endpoint to reads the project allocation
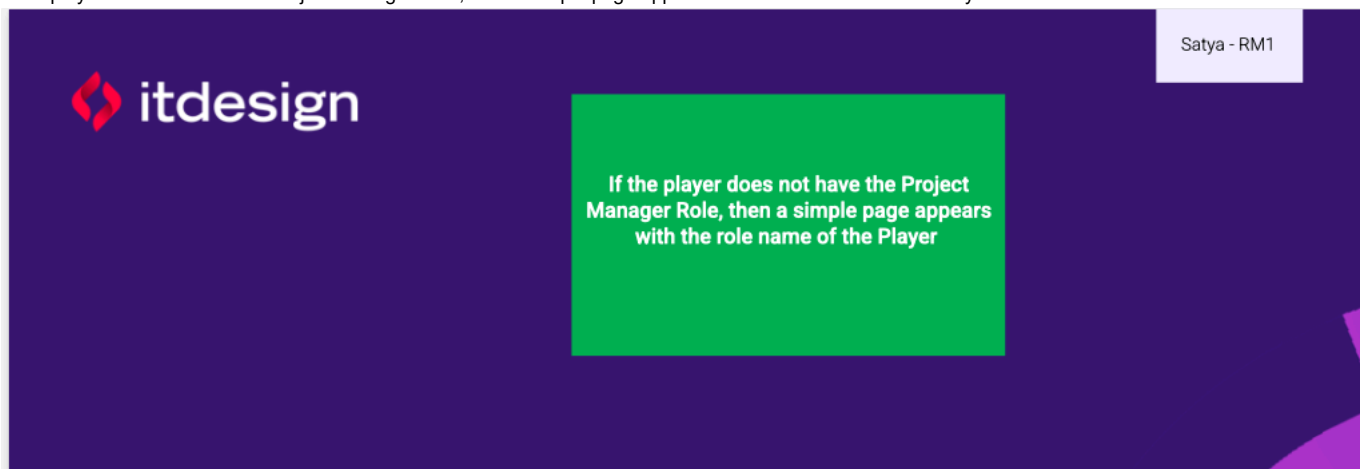
Frontend

- The URL has the following form <server>/<game-id>/<player-id>
  - All ids, like the game and player ids are GGUIDs
- Read player information and display the name and role. The role can be PM1, PM2, PM3 , PM4 , PM5 .
- Draw a project plan. Draw all projects assign to player role, including the demand.

- Draw all resources allocated to the projects.
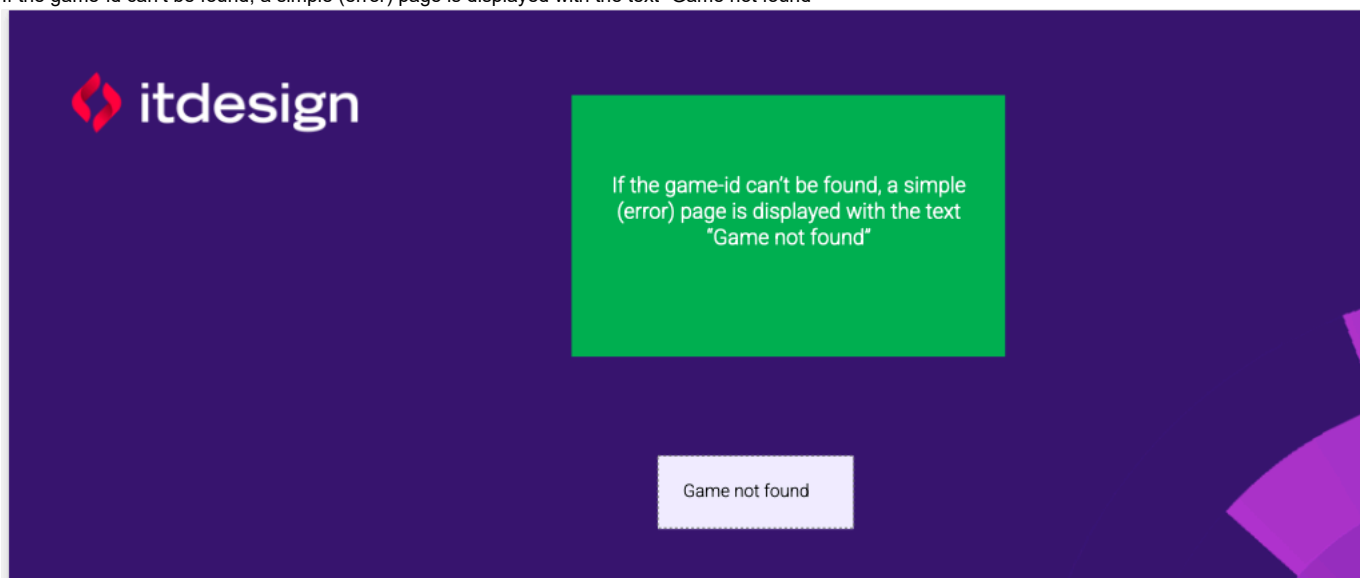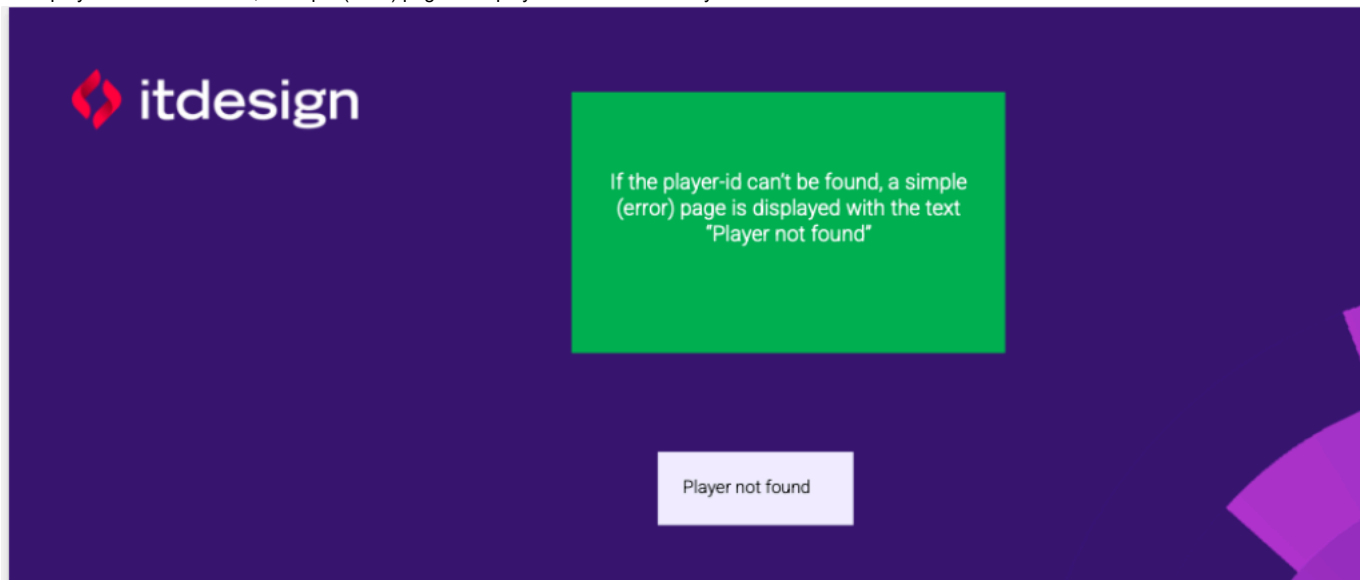

- Error Handling:
  - If the player does not have the Project Manager Role, then a simple page appears with the role name of the Player

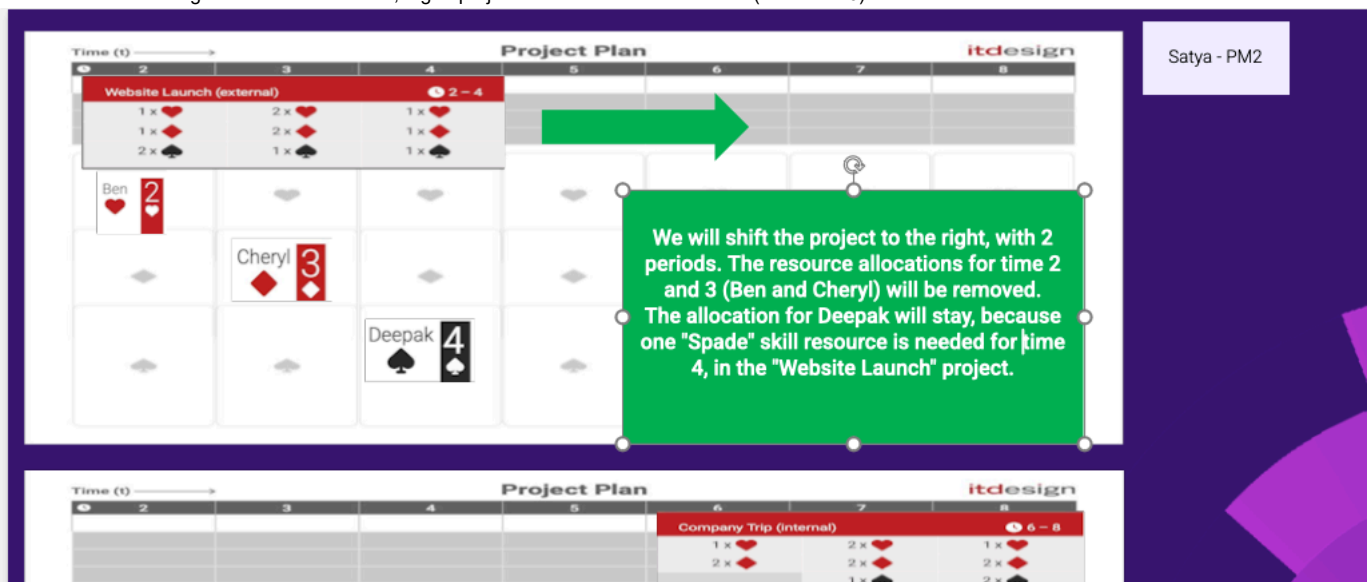 - If the game-id can't be found, a simple (error) page is displayed with the text "Game not found"

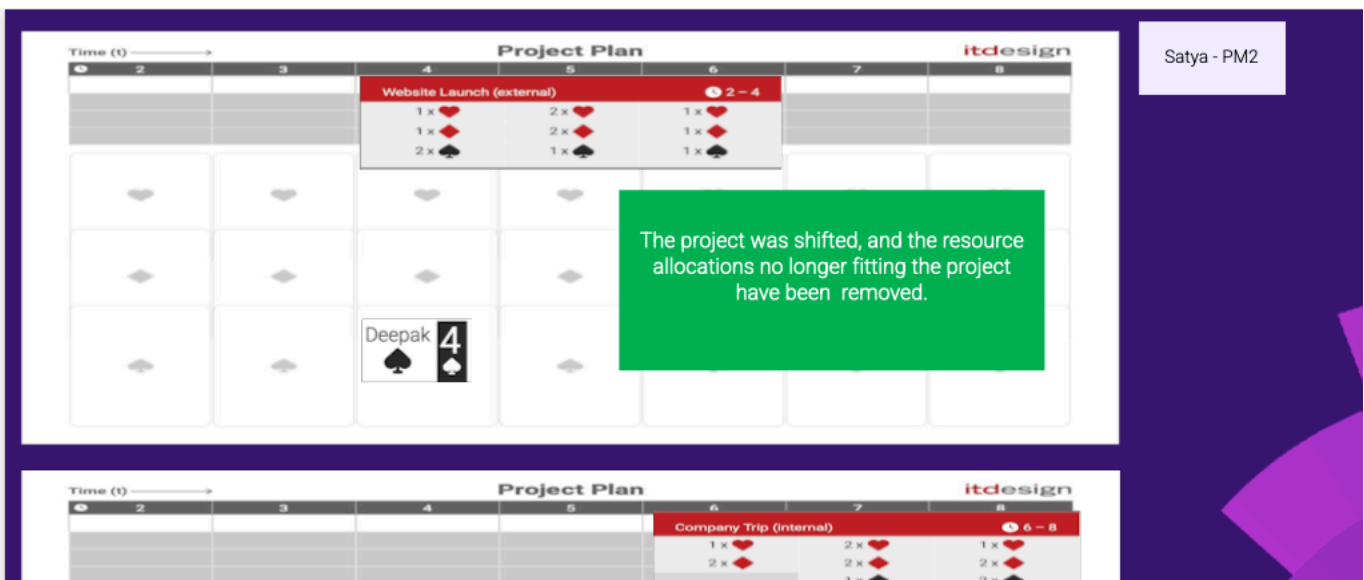- If the player-id can't be found, a simple (error) page is displayed with the text "Player not found"

Shifting Projects

Frontend

- I can shift a project to a different start. All resources allocated to the project, no longer matching the project demand, will be returned to the corresponding Resource Manager.
- Return an error when game rules are violated, e.g. a project if shifted to an invalid time (like time 10).

Backend

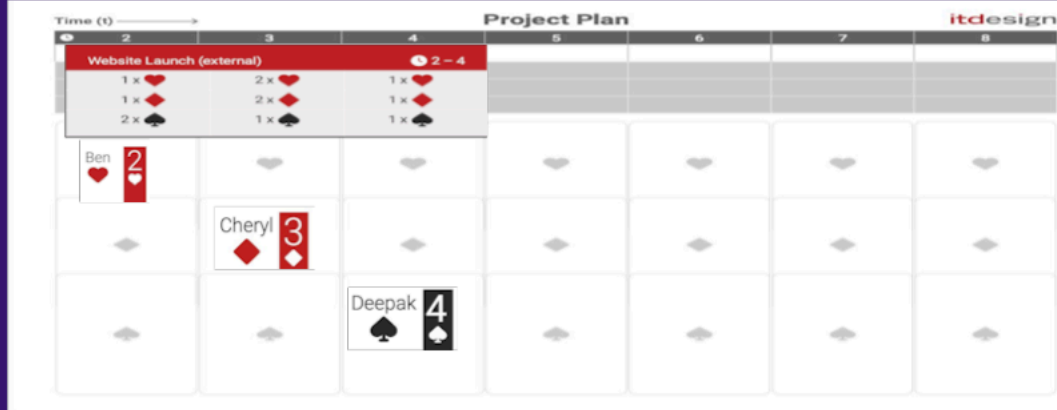- see "Move a project" in https://itdesign-de.atlassian.net/browse/RMG-1

Requesting Resources

Frontend

- The player can right-click on a resource field (combination of skill + time) on his Project Plan and choose "Request" from the context menu. This creates a "Resource Request", which is displayed as a "Resource Card" with "?" as name and a delete/revoke button (X).
- Click on revoke button will delete the Resource Request.
- MOCKUPs:

Backend

- See "Requesting a Resource" in https://itdesign-de.atlassian.net/browse/RMG-1