

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 Ramiseti	Assignee:	Deepak Bhadauria
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		

Attachments:	 image-20240925-071318.png  image-20240925-145207.png  image-20240925-145304.png
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Description

Display Resource Board, available resources and unfulfilled requests for resources.  
Resource Manager can accept the requests.

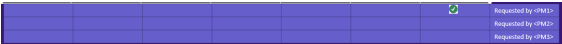
Backend


For REST API endpoint implementation details, see <https://itdesign-de.atlassian.net/browse/RMG-1>

- Implement a REST API endpoint to reads the player information, like name and role
- Implement a REST API endpoint to read the Resource Board for which you are a resource manager
- Implement a REST API endpoint to read all the available resources on your Resource Board
- Implement a REST API endpoint to read all requests
- Implement a REST API endpoint to accept a request


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 "Resource Manager".
  - Draw a Resource Board, which shows the Time/Months 2-8 (in terms of number) horizontally and the Skills vertically
- Read all players and show a grid with one row per PM for each skill



- Display the resources which belong to the board
- Requests: Show tick mark  to accept the open requests
  - If there is any request open from the Project Managers, then show the tick mark against the matching skill and time



- If a request cannot be fulfilled, then don't show the tick mark
- As soon as tick mark  is clicked, remove the resource from the board. Then read the open requests again and repeat the rules to show the tick mark, i.e.
  - If there is any request open, then show the tick mark against the matching skill and time
  - If a request cannot be fulfilled, then don't show the tick mark

