Half of groupdevelops the client and the other half the server.

**Must: SCRUM with documentation. Show the product backlog, sprint to sprint.**

**GitHub:**

Hosted on GitHub. Two repositories, one for the server and one for the client.

Name of repository: whateveryouwant-server and whateveryouwant-client (use lowercase).

You will need to use GitHub as a platform for project documentation (wiki), project management (tickets) and source code versioning (git).

That member should afterwards invite the other members to contribute to the repository (click on Settings and then to Collaborators).

**Evaluation and final submission**

The documentation should contain all information necessary for another developer to extend the projects. UML class, use case, and sequence diagrams, and the instructions to download and run the game. The definition of the communication protocol between the server and the client should also be included.

Furthermore, the GitHub ticketing systems should be used to create a plan of the development and the tickets should be distributed evenly between the group members.

For the final submission, you will need to create a release of your projects and each member of the group should submit a link to both the client and server repositories.

**Project characteristics**

* On-line multiplayer board game or another client-server application
* Has a lobby where games can be organised (e.g. created, closed, joined and started)
* Client-server architecture that supports **at least 3 clients**