

TanksGame

Apr 9, 2019

Group

<http://448.cuzzo.net>

Project manager

Project dates

Mar 22, 2019 - Apr 10, 2019

Completion

0%

Tasks

9

Resources

0

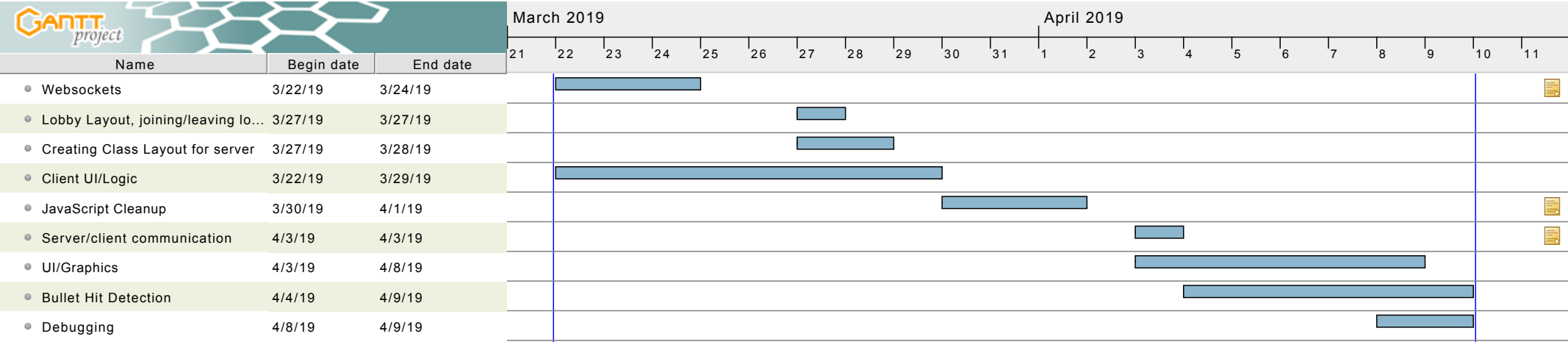
Tanks Game for Project 3 of EECS 448

Tasks

2

Name	Begin date	End date
Websockets <i>Functioning Websockets using Socket.io</i>	3/22/19	3/24/19
Lobby Layout, joining/leaving lobbies	3/27/19	3/27/19
Creating Class Layout for server	3/27/19	3/28/19
Client UI/Logic	3/22/19	3/29/19
JavaScript Cleanup <i>Separating JS code into classes</i>	3/30/19	4/1/19
Server/client communication <i>Initial Game logic and server/client communication when the player moves</i>	4/3/19	4/3/19
UI/Graphics	4/3/19	4/8/19
Bullet Hit Detection	4/4/19	4/9/19
Debugging	4/8/19	4/9/19

Gantt Chart



Resources Chart

