

# 10. Prototípus leadása

67 – brainstormers

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## Változtatások:

### Modell változtatásai:

Kivitelezés közben a modell néhány változtatáson esett át. A tesztek során kiderült, hogy módosítani kell a StarGate osztályt. Mostmár nem ő valósítja meg a Controllable interfészt, hanem, a közvetlen őse, a Building osztály, hogy minden épületnek legyen onTurn függvénye, valamint szükség volt szintén a StarGate osztályban egy változóra, ami jelzi, hogy egy adott körben esetleg a StarGate lépett-e. Szintén változtatás érte az Asteroid osztályt, mostmár az Asteroid is tartalmaz egy asszociációt a napra, hogy felrobbanás esetén szólhasson a napnak, hogy vegye ki a felrobbant aszteroidát. A Game osztályból kikerült az executeCommand függvény.

Néhány további apróbb változtatás:

Az Inventory osztályban lett egy új függvény a getStarGates, ami visszaadja a a StarGate-eket a tárolónkból. A Settlerben a placeStarGate függvény már egy StarGate paramétert vár, amit ki fog venni.

### Nyelv változtatásai:

Néhány parancsnál úgy ítéltük meg, hogy változtatunk a formátumon, annak érdekében, hogy kifejezőbb legyen. A tesztek ezzel együtt változtak, de ugyanúgy megfelelnek az elozo leadásban definíalt teszteknek, ugyanazt tesztelik, csak most az új szintaktikával vannak leírva. Ezt az új szintaktikát minden egyes tesztesetre feltüntettük az egyes tesztesetek alatt.

Telepes létrehozása:

create settler <id> asteroid <id>

Inventory létrehozása:

create inventory <id> alien <id>

Nyersanyag létrehozása:

create uran <id> <settler/alien> <id>

Telepes mozgatása:

move settler <id> dest <asteroid/stargate> <id>

Inventory méretének beállítása:

set inventory <settler/alien> <id> capacity <value>

## 10. Prototípus beadása

### 10.1 Fordítási és futtatási útmutató

#### 10.1.1 Fájllista

	Méret	Keletkezés ideje	Tartalom
Alien.java	3235 byte	2021/16/4	Az Alien osztályt tartalmazza
Asteroid.java	16,122 byte	2021/12/4	Az Asteroid osztályt tartalmazza
Base.java	1,264 byte	2021/12/4	A Base osztályt tartalmazza
Building.java	1,330 byte	2021/12/4	A Building osztályt tartalmazza
Coal.java	609 byte	2021/12/4	A Coal osztályt tartalmazza
Controllable.java	369 byte	2021/12/4	A Controllable interfacet tartalmazza

Drilling.java	81 byte	2021/16/4	A Drilling interfacet tartalmazza
Entity.java	2,246 byte	2021/12/4	Az Entity osztályt tartalmazza
Game.java	40,059 byte	2021/12/4	A Game osztályt tartalmazza
Ice.java	996 byte	2021/12/4	Az Ice osztályt tartalmazza
Inventory.jav	9,147 byte	2021/12/4	Az Inventory osztályt tartalmazza
Iron.java	609 byte	2021/12/4	Az Iron osztályt tartalmazza
Main.java	1,885 byte	2021/12/4	A Main osztályt tartalmazza
Material.java	3,642 byte	2021/12/4	A Material osztályt tartalmazza
Minig.java	78 byte	2021/16/4	A Mining interfacet tartalmazza
Moving.java	134 byte	2021/16/4	A Moving interfacet tartalmazza
NonPlayer.java	1,889 byte	2021/16/4	A NonPlayer osztályt tartalmazza
Planet.java	693 byte	2021/12/4	A Planet osztályt tartalmazza
Printable.java	1,144 byte	2021/14/4	A Printable osztályt tartalmazza
ReactsToSunFlare.java	102 byte	2021/16/4	A ReactsToSunFlare interfacet tartalmazza
Robot.java	3,111 byte	2021/12/4	A Robot osztályt tartalmazza
Settler.java	11,748 byte	2021/12/4	A Settler osztályt tartalmazza
StarGate.java	5,018 byte	2021/12/4	A StarGate osztályt tartalmazza
Sun.java	4,324 byte	2021/12/4	A Sun osztályt tartalmazza
Tools.java	210 byte	2021/16/4	A Tools osztályt tartalmazza
UI.java	15,740 byte	2021/14/4	A UI osztályt tartalmazza
Uran.java	1,062 byte	2021/12/4	Az Uran osztályt tartalmazza
ProtoBuildScript.bat	87 byte	2021/19/04	Lefordítja a forrás fájlokat.
ProtoRunScript.bat	19 byte	2021/19/04	Elindítja a lefordított kódot.

### 10.1.2 Fordítás

A fordításhoz szükséges Java Development Kit (JDK).

Csomagoljuk ki a Brainstormers\_proto.zip-et.

Futtassuk a ProtoBuildScript.bat fájlt.

Ez létrehoz egy bin könyvtárat a root könyvtárban és a src mappa tartalmát lefordítva a bin/-be írja.

(Ehhez a binben létrejön egy main alkönyvtár is.)

Végül a lefordított classokat egy Proto.jar-ba csomagolja. A Main osztályt határozza meg mint főosztály.

### 10.1.3 Futtatás

A futtatóhoz a ProtoRunScript.bat fájlt futtassuk!

Ez a korábban létrehozott Proto.jar csomagot futtatja.

A megnyílt parancssorban használhatjuk az elindult programot.

## 10.2 Tesztek jegyzőkönyvei

A tesztek bemenete esetén a megadott szintaktika végén lévő enter másolása és beillesztése is szükséges.

A kimenetek teljes megjelenítéséhez esetekben enter ütése is szükséges a bemeneten. Ha minden bemenet megjelent, akkor a „Could not parse command.” üzenet olvasható a kimeneten.

### 10.2.1 Bányászás telepessel

<b>Tesztelő neve</b>	Tóth Ádám
<b>Teszt időpontja</b>	2021.04.18. 20:00
<b>Teszt szintaktikája</b>	<pre> init game manually create sun sun1 create asteroid ast1 sun sun1 create settler set1 asteroid ast1 create inventory inv1 settler set1 set asteroid capacity ast1 10 create coal coal1 asteroid ast1 set asteroid rockThickness ast1 0 set asteroid closeToSun ast1 f start game mine settler set1 list turn events list all </pre>
<b>Teszt kimenete</b>	<pre> # turn events: material mined coal1  # list all: SunId: sun1 isRandom: f asteroids:     asteroid: ast1 </pre>

	<pre> ----- Asteroid id: ast1 rockThickness: 0 closeToSun: f isRandom: f materials:     materials: - neighbours:     neighbour: - buildings:     building: - settlers:     settler: set1 nonPlayers:     nonPlayer: - -----  Settler id: set1 hadActionThisTurn: true asteroid: ast1 inventory: Inventory id: inv1 materials: MaterialId: coalstarGate: - ----- </pre>
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### 10.2.2 Bányászás telepessel teli tárolóval

<b>Tesztelő neve</b>	Tóth Ádám
<b>Teszt időpontja</b>	2021.04.18. 20:00
<b>Teszt szintaktikája</b>	<pre> init game manually create sun sun1 create asteroid ast1 sun sun1 create settler set1 asteroid ast1 create inventory inv1 settler set1 set asteroid capacity ast1 10 create coal coal1 asteroid ast1 create iron iro1 settler set1 create iron iro2 settler set1 create iron iro3 settler set1 create iron iro4 settler set1 create iron iro5 settler set1 create iron iro6 settler set1 create iron iro7 settler set1 create iron iro8 settler set1 create iron iro9 settler set1 create iron iro10 settler set1 set asteroid rockThickness ast1 0 start game mine settler set1 </pre>

	list turn events list all
<b>Teszt kimenete</b>	<pre> # turn events: -  # list all: SunId: sun1 isRandom: f asteroids:     asteroid: ast ----- Asteroid id: ast1 rockThickness: 0 closeToSun: f isRandom: f materials:     material: coal1 neighbours:     neighbour: - buildings:     building: - settlers:     settler: set1 nonPlayers:     nonPlayer: - ----- Settler id: set1 hadActionThisTurn: true asteroid: ast1 inventory: Inventory id: inv1 materials:     material: iro1     material: iro2     material: iro3     material: iro4     material: iro5     material: iro6     material: iro7     material: iro8     material: iro9     material: iro10 starGates:     starGate: - ----- </pre>

### 10.2.3 Telepes visszahelyez egy nyersanyagot

<b>Tesztelő neve</b>	Tóth Ádám
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<b>Teszt időpontja</b>	2021.04.18. 20:00
<b>Teszt szintaktikája</b>	<pre> init game manually create sun sun1 create asteroid ast1 sun sun1 create settler set1 asteroid ast1 create inventory inv1 settler set1 create coal coal1 settler set1 set asteroid capacity ast1 10 set asteroid rockThickness ast1 0 start game drop settler set1 material coal list turn events list all </pre>
<b>Teszt kimenete</b>	<pre> # turn events: material droppedcoal  # list all: SunId: sun1 isRandom: f asteroids:     asteroid: ast ----- Asteroid id: ast1 rockThickness: 0 closeToSun: f isRandom: f materials:     material: coal1 neighbours:     neighbour: - buildings:     building: - settlers:     settler: set1 nonPlayers:     nonPlayer: - ----- Settler id: set1 hadActionThisTurn: true asteroid: ast1 inventory: Inventory id: inv1 materials:     material: - starGates:     starGate: - ----- </pre>



**10.2.4 Telepes nem tud visszahelyezni egy nyersanyagot**

<b>Tesztelő neve</b>	Tóth Ádám
<b>Teszt időpontja</b>	2021.04.18. 20:00
<b>Teszt szintaktikája</b>	<pre> init game manually create sun sun1 create asteroid ast1 sun sun1 create settler set1 asteroid ast1 create inventory inv1 settler set1 create coal coal1 settler set1 set asteroid capacity ast1 10 set asteroid rockThickness ast1 1 start game drop settler set1 material coal list turn events list all </pre>
<b>Teszt kimenete</b>	<pre> # turn events: -  # list all: SunId: sun1 isRandom: f asteroids:     asteroid: ast ----- Asteroid id: ast1 rockThickness: 1 closeToSun: f isRandom: f materials:     materials: - neighbours:     neighbour: - buildings:     building: - settlers:     settler: set1 nonPlayers:     nonPlayer: - ----- Settler id: set1 hadActionThisTurn: true asteroid: ast1 inventory: Inventory id: inv1 materials:     material: coal1 starGates:     starGate: - ----- </pre>

**10.2.5 Telepes visszahelyez egy uránt napközelben**

<b>Tesztelő neve</b>	Tóth Ádám
<b>Teszt időpontja</b>	2021.04.18. 20:00
<b>Teszt szintaktikája</b>	<pre> init game manually create sun sun1 create asteroid ast1 sun sun1 create settler set1 asteroid ast1 create inventory inv1 settler set1 create uran ura1 settler set1 set asteroid capacity ast1 10 set asteroid rockThickness ast1 0 set asteroid closeToSun ast1 t start game drop settler set1 material ura1 start next turn mine settler set1 start next turn drop settler set1 material ura1 start next turn list turn events list all </pre>
<b>Teszt kimenete</b>	<pre> The game is lost! # turn events: -  # list all: SunId: sun1 isRandom: f asteroids:     asteroid: ----- </pre>

**10.2.6 Telepes visszahelyez egy vízjeget napközelben**

<b>Tesztelő neve</b>	Tóth Ádám
<b>Teszt időpontja</b>	2021.04.18. 20:00
<b>Teszt szintaktikája</b>	<pre> init game manually create sun sun1 create asteroid ast1 sun sun1 create settler set1 asteroid ast1 create inventory inv1 settler set1 create ice ice1 settler set1 set asteroid capacity ast1 10 set asteroid rockThickness ast1 0 set asteroid closeToSun ast1 t </pre>

	start game drop settler set1 material ice1 list turn events list all
<b>Teszt kimenete</b>	<pre> # turn events: material droppedice1 material evaporated ice1  # list all: SunId: sun1 isRandom: f asteroids:     asteroid: ast ----- Asteroid id: ast1 rockThickness: 0 closeToSun: t isRandom: f materials:     materials: - neighbours:     neighbour: - buildings:     building: - settlers:     settler: set1 nonPlayers:     nonPlayer: - ----- Settler id: set1 hadActionThisTurn: true asteroid: ast1 inventory: Inventory id: inv1 materials:     material: - starGates:     starGate: - ----- </pre>

### 10.2.7 Alien bányászik

<b>Tesztelő neve</b>	Tóth Ádám
<b>Teszt időpontja</b>	2021.04.18. 20:00
<b>Teszt szintaktikája</b>	init game manually create sun sun1 create asteroid ast1 sun sun1 create alien ali1 asteroid ast1

	<pre> create inventory inv1 alien ali1 create coal coal1 asteroid ast1 set asteroid capacity ast1 10 set asteroid rockThickness ast1 0 start game mine alien ali1 list turn events list all </pre>
<b>Teszt kimenete</b>	<pre> The game is lost! # turn events: asteroid mined ast1  # list all: SunId: sun1 isRandom: f asteroids:     asteroid: ast ----- Asteroid id: ast1 rockThickness: 0 closeToSun: f isRandom: f materials:     materials: - neighbours:     neighbour: - buildings:     building: - settlers:     settler: - nonPlayers:     nonPlayer: ali1 ----- Alien id: ali1 isRandom: f asteroid: ast1 ----- </pre>

### 10.2.8 Alien bányászna

<b>Tesztelő neve</b>	Tóth Ádám
<b>Teszt időpontja</b>	2021.04.18. 20:00
<b>Teszt szintaktikája</b>	<pre> init game manually create sun sun1 create asteroid ast1 sun sun1 create alien ali1 asteroid ast1 create inventory inv1 alien ali1 set asteroid capacity ast1 10 </pre>

	<pre> create coal coal asteroid ast1 set asteroid rockThickness ast1 1 start game mine alien ali1 list turn events list all </pre>
<b>Teszt kimenete</b>	<pre> The game is lost! # turn events: -  # list all: SunId: sun1 isRandom: f asteroids:     asteroid: ast ----- Asteroid id: ast1 rockThickness: 1 closeToSun: f isRandom: f materials:     material: coal neighbours:     neighbour: - buildings:     building: - settlers:     settler: - nonPlayers:     nonPlayer: ali1 ----- Alien id: ali1 isRandom: f asteroid: ast1 ----- </pre>

### 10.2.9 Nem elvégezhető a robot crafting

<b>Tesztelő neve</b>	Tóth Ádám
<b>Teszt időpontja</b>	2021.04.18. 20:00
<b>Teszt szintaktikája</b>	<pre> init game manually create sun sun1 create asteroid ast1 sun sun1 create settler set1 asteroid ast1 create inventory inv1 settler set1 create iron iro1 settler set1 create coal coal1 settler set1 </pre>

	start game build settler set1 robot list turn events list all
<b>Teszt kimenete</b>	<pre> # turn events: -  # list all: SunId: sun1 isRandom: f asteroids:     asteroid: ast ----- Asteroid id: ast1 rockThickness: 0 closeToSun: f isRandom: f materials:     materials: - neighbours:     neighbour: - buildings:     building: - settlers:     settler: set1 nonPlayers:     nonPlayer: - ----- Settler id: set1 hadActionThisTurn: true asteroid: ast1 inventory: Inventory id: inv1 materials:     material: iro1     material: coal starGates:     starGate: - ----- </pre>

### 10.2.10 Elvégezhető a robot crafting

<b>Tesztelő neve</b>	Tóth Ádám
<b>Teszt időpontja</b>	2021.04.18. 20:00
<b>Teszt szintaktikája</b>	init game manually create sun sun1 create asteroid ast1 sun sun1 create settler set1 asteroid ast1

	<pre> create inventory inv1 settler set1 create iron iro1 settler set1 create uran ural settler set1 create coal coal settler set1 start game build settler set1 robot start next turn list turn events list all </pre>
<b>Teszt kimenete</b>	<pre> # turn events: -  # list all: SunId: sun1 isRandom: f asteroids:     asteroid: ast ----- Asteroid id: ast1 rockThickness: 0 closeToSun: f isRandom: f materials:     materials: - neighbours:     neighbour: - buildings:     building: - settlers:     settler: set1 nonPlayers:     nonPlayer: rob11 ----- Settler id: set1 hadActionThisTurn: false asteroid: ast1 inventory: Inventory id: inv1 materials:     material: - starGates:     starGate: - ----- Robot id: rob11 isRandom: false asteroid: ast1 ----- </pre>

**10.2.11 Nem elvégezhető a StarGate crafting**

<b>Tesztelő neve</b>	Tóth Ádám
<b>Teszt időpontja</b>	2021.04.18. 20:00
<b>Teszt szintaktikája</b>	<pre> init game manually create sun sun1 create asteroid ast1 sun sun1 create settler set1 asteroid ast1 create inventory inv1 settler set1 create iron iro1 settler set1 create uran ura1 settler set1 create ice ice1 settler set1 start game build settler set1 stargate list turn events list all </pre>
<b>Teszt kimenete</b>	<pre> # turn events: -  # list all: SunId: sun1 isRandom: f asteroids:     asteroid: ast ----- Asteroid id: ast1 rockThickness: 0 closeToSun: f isRandom: f materials:     materials: - neighbours:     neighbour: - buildings:     building: - settlers:     settler: set1 nonPlayers:     nonPlayer: - ----- Settler id: set1 hadActionThisTurn: true asteroid: ast1 inventory: Inventory id: inv1 materials:     material: iro1     material: ura1     material: ice1 </pre>



	starGates: starGate: - -----
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### 10.2.12 Elvégezhető a StarGate Crafting

<b>Tesztelő neve</b>	Tóth Ádám
<b>Teszt időpontja</b>	2021.04.18. 20:00
<b>Teszt szintaktikája</b>	init game manually create sun sun1 create asteroid ast1 sun sun1 create settler set1 asteroid ast1 create inventory inv1 settler set1 create iron iro1 settler set1 create iron iro1 settler set1 create uran ura1 settler set1 create ice ice1 settler set1 start game build settler set1 stargate list turn events list all
<b>Teszt kimenete</b>	# turn events: stargate crafted sta12 stargate crafted sta13  # list all: SunId: sun1 isRandom: f asteroids: asteroid: ast ----- Asteroid id: ast1 rockThickness: 0 closeToSun: f isRandom: f materials: materials: - neighbours: neighbour: - buildings: building: - settlers: settler: set1 nonPlayers: nonPlayer: - ----- Settler id: set1

	<pre> hadActionThisTurn: true asteroid: ast1 inventory: Inventory id: inv1 materials:   material: - starGates:   starGate: sta12     starGate: sta13 ----- StarGate id: sta12 isRandom: f works: f wasInSunFlare: f neighbour: sta13 asteroid: - ----- StarGate id: sta13 isRandom: f works: f wasInSunFlare: f neighbour: sta12 asteroid: - ----- </pre>
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### 10.2.13 Nem elvégezhető a Base Crafting egy telepessel

<b>Tesztelő neve</b>	Tóth Ádám
<b>Teszt időpontja</b>	2021.04.18. 20:00
<b>Teszt szintaktikája</b>	<pre> init game manually create sun sun1 create asteroid ast1 sun sun1 create settler set1 asteroid ast1 create inventory inv1 settler set1 create iron iro1 settler set1 create coal coal1 settler set1 create uran ura1 settler set1 create ice ice1 settler set1 start game build settler set1 base list turn events list all </pre>
<b>Teszt kimenete</b>	<pre> # turn events: -  # list all: SunId: sun1 isRandom: f </pre>

	<pre> asteroids:   asteroid: ast ----- Asteroid id: ast1 rockThickness: 0 closeToSun: f isRandom: f materials:   materials: - neighbours:   neighbour: - buildings:   building: - settlers:   settler: set1 nonPlayers:   nonPlayer: - ----- Settler id: set1 hadActionThisTurn: true asteroid: ast1 inventory: Inventory id: inv1 materials:   material: iro1   material: coal   material: ura1   material: ice1 starGates:   starGate: - ----- </pre>
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#### 10.2.14 Nem elvégezhető a Base Crafting, telepések külön aszteroidán.

<b>Tesztelő neve</b>	Tóth Ádám
<b>Teszt időpontja</b>	2021.04.18. 20:00
<b>Teszt szintaktikája</b>	<pre> init game manually create sun sun1 create asteroid ast1 sun sun1 create asteroid ast2 sun sun1 create settler set1 asteroid ast1 create inventory inv1 settler set1 create iron iro1 settler set1 create iron iro2 settler set1 create iron iro3 settler set1 create coal coal1 settler set1 create coal coal2 settler set1 create coal coal3 settler set1 create settler set2 asteroid ast2 </pre>

	<pre> create inventory inv2 settler set2 create uran ura1 settler set2 create uran ura2 settler set2 create uran ura3 settler set2 create ice ice1 settler set2 create ice ice2 settler set2 create ice ice3 settler set2 start game build settler set1 base list turn events list all </pre>
<b>Teszt kimenete</b>	<pre> # turn events: -  # list all: SunId: sun1 isRandom: f asteroids:     asteroid: ast1  asteroid: ast ----- Asteroid id: ast1 rockThickness: 0 closeToSun: f isRandom: f materials:     materials: - neighbours:     neighbour: - buildings:     building: - settlers:     settler: set1 nonPlayers:     nonPlayer: - ----- Asteroid id: ast2 rockThickness: 0 closeToSun: f isRandom: f materials:     materials: - neighbours:     neighbour: - buildings:     building: - settlers:     settler: set2 </pre>

	<pre> nonPlayers:   nonPlayer: - ----- Settler id: set1 hadAcrtionThisTurn: true asteroid: ast1 inventory: Inventory id: inv1 materials:   material: iro1   material: iro2   material: iro3   material: coa1   material: coa2   material: coa3 starGates:   starGate: - ----- Settler id: set2 hadAcrtionThisTurn: false asteroid: ast2 inventory: Inventory id: inv2 materials:   material: ura1   material: ura2   material: ura3   material: ice1   material: ice2   material: ice3 starGates:   starGate: - ----- </pre>
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### 10.2.15 Elvégezhető a Base Crafting

<b>Tesztelő neve</b>	Tóth Ádám
<b>Teszt időpontja</b>	2021.04.18. 20:00
<b>Teszt szintaktikája</b>	<pre> init game manually create sun sun1 create asteroid ast1 sun sun1 create asteroid ast2 sun sun1 create settler set1 asteroid ast1 create inventory i1 settler set1 create iron iro1 settler set1 create iron iro2 settler set1 create iron iro3 settler set1 create coal coa1 settler set1 create coal coa2 settler set1 create coal coa3 settler set1 create settler set2 asteroid ast1 </pre>

	<pre> create inventory inv2 settler set2 create uran ura1 settler set2 create uran ura2 settler set2 create uran ura3 settler set2 create ice ice1 settler set2 create ice ice2 settler set2 create ice ice3 settler set2 start game build settler set1 base list turn events list all </pre>
<b>Teszt kimenete</b>	<pre> The game is won! # turn events: base crafted bas27  # list all: SunId: sun1 isRandom: f asteroids:     asteroid: ast1  asteroid: ast ----- Asteroid id: ast1 rockThickness: 0 closeToSun: f isRandom: f materials:     materials: - neighbours:     neighbour: - buildings:     building: bas27 settlers:     settler: set1     settler: set2 nonPlayers:     nonPlayer: - ----- Asteroid id: ast2 rockThickness: 0 closeToSun: f isRandom: f materials:     materials: - neighbours:     neighbour: - buildings:     building: - </pre>

	<pre> settlers:   settler: - nonPlayers:   nonPlayer: - ----- Settler id: set1   hadAcrtionThisTurn: true   asteroid: ast1   inventory: Inventory id: i1 materials:   material: - starGates:   starGate: - ----- Settler id: set2   hadAcrtionThisTurn: false   asteroid: ast1   inventory: Inventory id: inv2 materials:   material: - starGates:   starGate: - ----- Base id: bas27 asteroid: ast1 ----- </pre>
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### 10.2.16 Első StarGate lehelyezése a párból

<b>Tesztelő neve</b>	Tóth Ádám
<b>Teszt időpontja</b>	2021.04.18. 20:00
<b>Teszt szintaktikája</b>	<pre> init game manually create sun sun1 create asteroid ast1 sun sun1 create settler set1 asteroid ast1 create inventory inv1 settler set1 create stargate sta1 inventory set1 create stargate sta2 inventory set1 set stargate neighbour sta1 sta2 set stargate neighbour sta2 sta1 start game place settler set1 sta1 list turn events list all </pre>
<b>Teszt kimenete</b>	<pre> # turn events: stargate placed sta1 ast1  # list all: </pre>

	<pre> SunId: sun1 isRandom: f asteroids:   asteroid: ast ----- Asteroid id: ast1 rockThickness: 0 closeToSun: f isRandom: f materials:   materials: - neighbours:   neighbour: - buildings:   building: sta1 settlers:   settler: set1 nonPlayers:   nonPlayer: - ----- Settler id: set1 hadAcrtionThisTurn: true asteroid: ast1 inventory: Inventory id: inv1 materials:   material: - starGates:   starGate: sta2 ----- StarGate id: sta1 isRandom: f works: f wasInSunFlare: f neighbour: sta2 asteroid: ast1 ----- StarGate id: sta2 isRandom: f works: f wasInSunFlare: f neighbour: sta1 asteroid: - ----- </pre>
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### 10.2.17 Második StarGate lehelyezése a párból

Tesztelő neve	Tóth Ádám
Teszt időpontja	2021.04.18. 20:00
Teszt szintaktikája	init game manually



	<pre> create sun sun1 create asteroid ast1 sun sun1 create asteroid ast2 sun sun1 create settler set1 asteroid ast2 create inventory inv1 settler set1 create stargate sta1 asteroid ast1 create stargate sta2 inventory set1 set stargate neighbour sta1 sta2 set stargate neighbour sta2 sta1 start game place settler set1 sta2 list turn events list all </pre>
<b>Teszt kimenete</b>	<pre> # turn events: stargate placed sta2 ast2  # list all: SunId: sun1 isRandom: f asteroids:     asteroid: ast1  asteroid: ast ----- Asteroid id: ast1 rockThickness: 0 closeToSun: f isRandom: f materials:     materials: - neighbours:     neighbour: - buildings:     building: sta1 settlers:     settler: - nonPlayers:     nonPlayer: - ----- Asteroid id: ast2 rockThickness: 0 closeToSun: f isRandom: f materials:     materials: - neighbours:     neighbour: - buildings:     building: sta2 </pre>

	<pre> settlers:   settler: set1 nonPlayers:   nonPlayer: - ----- Settler id: set1   hadActionThisTurn: true   asteroid: ast2   inventory: Inventory id: inv1 materials:   material: - starGates:   starGate: - ----- StarGate id: sta1 isRandom: f works: t wasInSunFlare: f neighbour: sta2 asteroid: ast1 ----- StarGate id: sta2 isRandom: f works: t wasInSunFlare: f neighbour: sta1 asteroid: ast2 ----- </pre>
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### 10.2.18 Napvihar kitörés nem átfűrt aszteroidán

<b>Tesztelő neve</b>	Tóth Ádám
<b>Teszt időpontja</b>	2021.04.18. 20:00
<b>Teszt szintaktikája</b>	<pre> init game manually create sun sun1 create sun sun2 create asteroid ast1 sun sun1 set asteroid rockThickness ast1 1 create asteroid ast2 sun sun2 add asteroid neighbour ast1 ast2 add asteroid neighbour ast2 ast1 create settler set1 asteroid ast1 create robot rob1 asteroid ast1 create alien ali1 asteroid ast1 create stargate sta1 asteroid ast1 set stargate isRandom sta1 t create inventory inv1 settler set1 create stargate sta2 settler set1 set stargate neighbour sta1 sta2 </pre>

	<pre> set stargate neighbour sta2 sta1 start game sunflare sun1 list turn events list all </pre>
<b>Teszt kimenete</b>	<pre> # turn events: sunflare on sun sun1 stargate broke sta1 settler died set1 robot died rob1 alien died ali1  # list all: SunId: sun1 isRandom: f asteroids:     asteroid: ast ----- SunId: sun2 isRandom: f asteroids:     asteroid: ast ----- Asteroid id: ast1 rockThickness: 1 closeToSun: f isRandom: f materials:     materials: - neighbours:     neighbour: ast2 buildings:     building: sta1 settlers:     settler: - nonPlayers:     nonPlayer: - ----- Asteroid id: ast2 rockThickness: 0 closeToSun: f isRandom: f materials:     materials: - neighbours:     neighbour: ast1 buildings: </pre>

	<pre>         building: - settlers:     settler: - nonPlayers:     nonPlayer: - ----- Settler id: set1 hadAcrtionThisTurn: false asteroid: ast1 inventory: Inventory id: inv1 materials:     material: - starGates:     starGate: sta2 ----- Robot id: rob1 isRandom: false asteroid: ast1 ----- Alien id: ali1 isRandom: f asteroid: ast1 ----- StarGate id: sta1 isRandom: t works: f wasInSunFlare: t neighbour: sta2 asteroid: ast1 ----- StarGate id: sta2 isRandom: f works: f wasInSunFlare: f neighbour: sta1 asteroid: - ----- </pre>
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### 10.2.19 Napvihar kitörés átfúrt aszteroidán

<b>Tesztelő neve</b>	Tóth Ádám
<b>Teszt időpontja</b>	2021.04.18. 20:00
<b>Teszt szintaktikája</b>	<pre> init game manually create sun sun1 create sun sun2 create asteroid ast1 sun sun1 set asteroid rockThickness ast1 0 create asteroid ast2 sun sun2 add asteroid neighbour ast1 ast2 </pre>

	<pre> add asteroid neighbour ast2 ast1 create settler set1 asteroid ast1 create robot rob1 asteroid ast1 create alien ali1 asteroid ast1 create stargate sta1 asteroid ast1 set stargate isRandom sta1 t create inventory inv1 settler set1 create stargate sta2 settler set1 set stargate neighbour sta1 sta2 set stargate neighbour sta2 sta1 start game sunflare sun1 list turn events list all </pre>
<b>Teszt kimenete</b>	<pre> # turn events: sunflare on sun sun1 stargate broke sta1  # list all: SunId: sun1 isRandom: f asteroids:     asteroid: ast ----- SunId: sun2 isRandom: f asteroids:     asteroid: ast ----- Asteroid id: ast1 rockThickness: 0 closeToSun: f isRandom: f materials:     materials: - neighbours:     neighbour: ast2 buildings:     building: sta1 settlers:     settler: set1 nonPlayers:     nonPlayer: rob1     nonPlayer: ali1 ----- Asteroid id: ast2 rockThickness: 0 </pre>

	<pre> closeToSun: f isRandom: f materials:   materials: - neighbours:   neighbour: ast1 buildings:   building: - settlers:   settler: - nonPlayers:   nonPlayer: - ----- Settler id: set1 hadActionThisTurn: false asteroid: ast1 inventory: Inventory id: inv1 materials:   material: - starGates:   starGate: sta2 ----- Robot id: rob1 isRandom: false asteroid: ast1 ----- Alien id: ali1 isRandom: f asteroid: ast1 ----- StarGate id: sta1 isRandom: t works: f wasInSunFlare: t neighbour: sta2 asteroid: ast1 ----- StarGate id: sta2 isRandom: f works: f wasInSunFlare: f neighbour: sta1 asteroid: - ----- </pre>
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**10.2.20 Fúrás robottal**

<b>Tesztelő neve</b>	Tóth Ádám
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<b>Teszt időpontja</b>	2021.04.18. 20:00
<b>Teszt szintaktikája</b>	<pre> init game manually create sun sun1 create asteroid ast1 sun sun1 set asteroid rockThickness ast1 2 create robot rob1 asteroid ast1 start game drill robot rob1 list turn events start next turn drill robot rob1 list turn events start next turn drill robot rob1 list turn events start next turn list all </pre>
<b>Teszt kimenete</b>	<pre> The game is lost! # turn events: asteroid drilled ast1 asteroid drilled ast1  The game is lost! # turn events: asteroid drilled ast1 asteroid drilled ast1  The game is lost! # turn events: asteroid drilled ast1 asteroid drilled ast1  The game is lost!  # list all: SunId: sun1 isRandom: f asteroids:     asteroid: ast ----- Asteroid id: ast1 rockThickness: 0 closeToSun: f isRandom: f materials:     materials: - neighbours:     neighbour: - buildings: </pre>

	<pre>         building: - settlers:     settler: - nonPlayers:     nonPlayer: rob1 ----- Robot id: rob1   isRandom: false   asteroid: ast1 ----- </pre>
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### 10.2.21 Fúrás robottal elpárolog

<b>Tesztelő neve</b>	Tóth Ádám
<b>Teszt időpontja</b>	2021.04.18. 20:00
<b>Teszt szintaktikája</b>	<pre> init game manually create sun sun1 create asteroid ast1 sun sun1 create robot rob1 asteroid ast1 set asteroid capacity ast1 10 create ice ice1 asteroid ast1 set material exposedCounter ice1 0 set asteroid rockThickness ast1 1 set asteroid closeToSun ast1 t start game drill robot rob1 list turn events list all </pre>
<b>Teszt kimenete</b>	<pre> The game is lost! # turn events: asteroid drilled ast1 material evaporated ice1 asteroid drilled ast1  # list all: SunId: sun1 isRandom: f asteroids:     asteroid: ast ----- Asteroid id: ast1 rockThickness: 0 closeToSun: t isRandom: f materials:     materials: - neighbours: </pre>



	<pre> neighbour: - buildings:   building: - settlers:   settler: - nonPlayers:   nonPlayer: rob1 ----- Robot id: rob1 isRandom: false asteroid: ast1 ----- </pre>
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### 10.2.22 Fúrás robottal, felrobban

<b>Tesztelő neve</b>	Tóth Ádám
<b>Teszt időpontja</b>	2021.04.18. 20:00
<b>Teszt szintaktikája</b>	<pre> init game manually create sun sun1 create asteroid ast1 sun sun1 create robot rob1 asteroid ast1 set asteroid capacity ast1 10 create uran ura1 asteroid ast1 set material exposedCounter ura1 0 set asteroid rockThickness ast1 1 set asteroid closeToSun ast1 t create asteroid ast2 sun sun1 add asteroid neighbour ast1 ast2 add asteroid neighbour ast2 ast1 start game drill robot rob1 list turn events list all </pre>
<b>Teszt kimenete</b>	<pre> The game is lost! # turn events: asteroid drilled ast1 asteroid drilled ast1  # list all: SunId: sun1 isRandom: f asteroids:   asteroid: ast1  asteroid: ast ----- Asteroid id: ast1 rockThickness: 0 closeToSun: t </pre>

	<pre> isRandom: f materials:   material: ura1 neighbours:   neighbour: ast2 buildings:   building: - settlers:   settler: - nonPlayers:   nonPlayer: rob1 ----- Asteroid id: ast2 rockThickness: 0 closeToSun: f isRandom: f materials:   materials: - neighbours:   neighbour: ast1 buildings:   building: - settlers:   settler: - nonPlayers:   nonPlayer: - ----- Robot id: rob1 isRandom: false asteroid: ast1 ----- </pre>
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### 10.2.23 Fúrás robottal, felrobban, nincs szomszéd

<b>Tesztelő neve</b>	Bárkányi Csaba
<b>Teszt időpontja</b>	2021.04.19. 01:00
<b>Teszt szintaktikája</b>	<pre> init game manually create sun sun1 create asteroid ast1 sun sun1 create robot rob1 asteroid ast1 set asteroid capacity ast1 10 create uran ura1 asteroid ast1 set material exposedCounter ura1 0 set asteroid rockThickness ast1 1 set asteroid closeToSun ast1 t create asteroid ast2 sun sun1 start game drill robot rob1 list turn events </pre>

	start next turn start next turn list turn evnets start next turn list all
<b>Teszt kimenete</b>	<pre> The game is lost! # turn events: asteroid drilled ast1 asteroid drilled ast1  The game is lost! The game is lost! # turn events: asteroid exploded ast1 robot died rob1 material exploded ura1  The game is lost! # list all: SunId: sun1 isRandom: f asteroids:     asteroid: ast ----- Asteroid id: ast2 rockThickness: 0 closeToSun: f isRandom: f materials:     materials: - neighbours:     neighbour: - buildings:     building: - settlers:     settler: - nonPlayers:     nonPlayer: - ----- </pre>

### 10.2.24 Fúrás telepessel

<b>Tesztelő neve</b>	Bárkányi Csaba
<b>Teszt időpontja</b>	2021.04.19. 01:00
<b>Teszt szintaktikája</b>	init game manually create sun sun1 create asteroid ast1 sun sun1 create settler set1 asteroid ast1

	<pre> set asteroid rockThickness ast1 2 set settler hadActionThisTurn set1 f start game drill settler set1 list turn events start next turn drill settler set1 list turn events start next turn drill settler set1 list turn events start next turn list all </pre>
<b>Teszt kimenete</b>	<pre> # turn events: asteroid drilled ast1  # turn events: asteroid drilled ast1  # turn events: asteroid drilled ast1  # list all: SunId: sun1 isRandom: f asteroids:     asteroid: ast ----- Asteroid id: ast1 rockThickness: 0 closeToSun: f isRandom: f materials:     materials: - neighbours:     neighbour: - buildings:     building: - settlers:     settler: set1 nonPlayers:     nonPlayer: - ----- Settler id: set1 hadActionThisTurn: false asteroid: ast1 inventory: Inventory id: inv2 materials: </pre>

	material: - starGates: starGate: - -----
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### 10.2.25 Fúrás telepessel, elpárolog

<b>Tesztelő neve</b>	Bárkányi Csaba
<b>Teszt időpontja</b>	2021.04.19. 01:00
<b>Teszt szintaktikája</b>	<pre> init game manually create sun sun1 create asteroid ast1 sun sun1 create settler set1 asteroid ast1 set settler hadActionThisTurn set1 f set asteroid capacity ast1 10 create ice ice1 asteroid ast1 set material exposedCounter ice1 0 set asteroid rockThickness ast1 1 set asteroid closeToSun ast1 t start game drill settler set1 list turn events list all           </pre>
<b>Teszt kimenete</b>	<pre> # turn events: asteroid drilled ast1 material evaporated ice1  # list all: SunId: sun1 isRandom: f asteroids:     asteroid: ast ----- Asteroid id: ast1 rockThickness: 0 closeToSun: t isRandom: f materials:     materials: - neighbours:     neighbour: - buildings:     building: - settlers:     settler: set1 nonPlayers:     nonPlayer: - -----           </pre>

	Settler id: set1 hadAcrtionThisTurn: true asteroid: ast1 inventory: Inventory id: inv2 materials: material: - starGates: starGate: - -----
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### 10.2.26 Fúrás telepessel, felrobban

<b>Tesztelő neve</b>	Bárkányi Csaba
<b>Teszt időpontja</b>	2021.04.19. 01:00
<b>Teszt szintaktikája</b>	init game manually create sun sun1 create asteroid ast1 sun sun1 create settler set1 asteroid ast1 set settler hadActionThisTurn set1 f set asteroid capacity ast1 10 create uran ura1 asteroid ast1 set material exposedCounter ura1 0 set asteroid rockThickness ast1 1 set asteroid closeToSun ast1 t start game drill settler set1 list turn events start next turn start next turn list turn events start next turn list all
<b>Teszt kimenete</b>	# turn events: asteroid drilled ast1  # turn events: asteroid exploded ast1 settler died set1 material exploded ura1  The game is lost! # list all: SunId: sun1 isRandom: f asteroids: asteroid: -----

**10.2.27      Mozgás robottal, kudarc**

<b>Tesztelő neve</b>	Bárkányi Csaba
<b>Teszt időpontja</b>	2021.04.19. 01:00
<b>Teszt szintaktikája</b>	<pre> init game manually create sun sun1 create asteroid ast1 sun sun1 create asteroid ast2 sun sun1 create robot rob1 asteroid ast1 start game move robot rob1 dest asteroid ast2 list turn events list all </pre>
<b>Teszt kimenete</b>	<pre> The game is lost! # turn events: robot move rob1 ast2  # list all: SunId: sun1 isRandom: f asteroids:     asteroid: ast1  asteroid: ast ----- Asteroid id: ast1 rockThickness: 0 closeToSun: f isRandom: f materials:     materials: - neighbours:     neighbour: - buildings:     building: - settlers:     settler: - nonPlayers:     nonPlayer: rob1 ----- Asteroid id: ast2 rockThickness: 0 closeToSun: f isRandom: f materials:     materials: - neighbours:     neighbour: - buildings:     building: - settlers: </pre>

	<pre>         settler: - nonPlayers:     nonPlayer: - ----- Robot id: rob1   isRandom: false   asteroid: ast1 ----- </pre>
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### 10.2.28 Mozgás robottal, siker

<b>Tesztelő neve</b>	Bárkányi Csaba
<b>Teszt időpontja</b>	2021.04.19. 01:00
<b>Teszt szintaktikája</b>	<pre> init game manually create sun sun1 create asteroid ast1 sun sun1 create asteroid ast2 sun sun1 create robot rob1 asteroid ast1 add asteroid neighbour ast1 ast2 add asteroid neighbour ast2 ast1 start game move robot rob1 dest asteroid ast2 list turn events list all </pre>
<b>Teszt kimenete</b>	<pre> The game is lost! # turn events: robot move rob1 ast2  # list all: SunId: sun1 isRandom: f asteroids:     asteroid: ast1  asteroid: ast ----- Asteroid id: ast1 rockThickness: 0 closeToSun: f isRandom: f materials:     materials: - neighbours:     neighbour: ast2 buildings:     building: - settlers:     settler: - nonPlayers:     nonPlayer: - </pre>



	<pre> ----- Asteroid id: ast2 rockThickness: 0 closeToSun: f isRandom: f materials:     materials: - neighbours:     neighbour: ast1 buildings:     building: - settlers:     settler: - nonPlayers:     nonPlayer: rob1 -----  Robot id: rob1   isRandom: false   asteroid: ast2 ----- </pre>
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### 10.2.29 Mozgás telepessel, kudarc

<b>Tesztelő neve</b>	Bárkányi Csaba
<b>Teszt időpontja</b>	2021.04.19. 01:00
<b>Teszt szintaktikája</b>	<pre> init game manually create sun sun1 create asteroid ast1 sun sun1 create asteroid ast2 sun sun1 create settler set1 asteroid ast1 set settler hadActionThisTurn set1 f start game move settler set1 dest asteroid ast2 list turn events list all </pre>
<b>Teszt kimenete</b>	<pre> # turn events: -  # list all: SunId: sun1 isRandom: f asteroids:     asteroid: ast1  asteroid: ast -----  Asteroid id: ast1 rockThickness: 0 closeToSun: f isRandom: f </pre>

	<pre> materials:   materials: - neighbours:   neighbour: - buildings:   building: - settlers:   settler: set1 nonPlayers:   nonPlayer: - ----- Asteroid id: ast2 rockThickness: 0 closeToSun: f isRandom: f materials:   materials: - neighbours:   neighbour: - buildings:   building: - settlers:   settler: - nonPlayers:   nonPlayer: - ----- Settler id: set1 hadActionThisTurn: true asteroid: ast1 inventory: Inventory id: inv3 materials:   material: - starGates:   starGate: - ----- </pre>
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### 10.2.30 Mozgás telepessel, siker

<b>Tesztelő neve</b>	Bárkányi Csaba
<b>Teszt időpontja</b>	2021.04.19. 01:00
<b>Teszt szintaktikája</b>	<pre> init game manually create sun sun1 create asteroid ast1 sun sun1 create asteroid ast2 sun sun1 create settler set1 asteroid ast1 set settler hadActionThisTurn set1 f add asteroid neighbour ast1 ast2 add asteroid neighbour ast2 ast1 start game </pre>

	<pre> move settler set1 dest asteroid ast2 list turn events list all </pre>
<b>Teszt kimenete</b>	<pre> # turn events: settler move set1 ast2  # list all: SunId: sun1 isRandom: f asteroids:     asteroid: ast1  asteroid: ast ----- Asteroid id: ast1 rockThickness: 0 closeToSun: f isRandom: f materials:     materials: - neighbours:     neighbour: ast2 buildings:     building: - settlers:     settler: - nonPlayers:     nonPlayer: - ----- Asteroid id: ast2 rockThickness: 0 closeToSun: f isRandom: f materials:     materials: - neighbours:     neighbour: ast1 buildings:     building: - settlers:     settler: set1 nonPlayers:     nonPlayer: - ----- Settler id: set1 hadActionThisTurn: true asteroid: ast2 inventory: Inventory id: inv3 materials:     material: - </pre>

	starGates: starGate: - -----
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### 10.2.31 Telepes átlép egy kapun

<b>Tesztelő neve</b>	Bárkányi Csaba
<b>Teszt időpontja</b>	2021.04.19. 01:00
<b>Teszt szintaktikája</b>	init game manually create sun sun1 create asteroid ast1 sun sun1 set asteroid rockThickness ast1 1 create asteroid ast2 sun sun1 set asteroid rockThickness ast2 1 create settler set1 asteroid ast1 create stargate sta1 asteroid ast1 set stargate works sta1 t create stargate sta2 asteroid ast2 set stargate works sta2 t set stargate neighbour sta1 sta2 set stargate neighbour sta2 sta1 start game move settler set1 dest stargate sta1 list turn events list all
<b>Teszt kimenete</b>	# turn events: settler move set1 ast1  # list all: SunId: sun1 isRandom: f asteroids: asteroid: ast1   asteroid: ast ----- Asteroid id: ast1 rockThickness: 1 closeToSun: f isRandom: f materials: materials: - neighbours: neighbour: - buildings: building: sta1 settlers: settler: - nonPlayers: nonPlayer: -

	<pre> ----- Asteroid id: ast2 rockThickness: 1 closeToSun: f isRandom: f materials:   materials: - neighbours:   neighbour: - buildings:   building: sta2 settlers:   settler: set1 nonPlayers:   nonPlayer: - -----  Settler id: set1 hadActionThisTurn: true asteroid: ast2 inventory: Inventory id: inv3 materials:   material: - starGates:   starGate: - -----  StarGate id: sta1 isRandom: f works: t wasInSunFlare: f neighbour: sta2 asteroid: ast1 -----  StarGate id: sta2 isRandom: f works: t wasInSunFlare: f neighbour: sta1 asteroid: ast2 ----- </pre>
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### 10.2.32 Teleportkapu elromlik

<b>Tesztelő neve</b>	Bárkányi Csaba
<b>Teszt időpontja</b>	2021.04.19. 01:00
<b>Teszt szintaktikája</b>	<pre> init game manually create sun sun1 create sun sun2 create asteroid ast1 sun sun1 set asteroid rockThickness ast1 1 </pre>

	<pre> create asteroid ast2 sun sun2 set asteroid rockThickness ast2 1 create asteroid ast3 sun sun2 set asteroid rockThickness ast3 1 add asteroid neighbour ast1 ast3 add asteroid neighbour ast3 ast1 create stargate sta1 asteroid ast1 set stargate isRandom sta1 t create stargate sta2 asteroid ast2 set stargate isRandom sta2 t set stargate neighbour sta1 sta2 set stargate neighbour sta2 sta1 start game sunflare sun1 list turn events start next turn list turn events list all </pre>
<b>Teszt kimenete</b>	<pre> The game is lost! # turn events: sunflare on sun sun1 stargate broke sta1  The game is lost! # turn events: stargate move sta1 ast3  # list all: SunId: sun1 isRandom: f asteroids:     asteroid: ast ----- SunId: sun2 isRandom: f asteroids:     asteroid: ast2  asteroid: ast ----- Asteroid id: ast1 rockThickness: 1 closeToSun: f isRandom: f materials:     materials: - neighbours:     neighbour: ast3 buildings:     building: - settlers: </pre>

	<pre>         settler: - nonPlayers:     nonPlayer: - ----- Asteroid id: ast2 rockThickness: 1 closeToSun: f isRandom: f materials:     materials: - neighbours:     neighbour: - buildings:     building: sta2 settlers:     settler: - nonPlayers:     nonPlayer: - ----- Asteroid id: ast3 rockThickness: 1 closeToSun: f isRandom: f materials:     materials: - neighbours:     neighbour: ast1 buildings:     building: sta1 settlers:     settler: - nonPlayers:     nonPlayer: - ----- StarGate id: sta2 isRandom: t works: f wasInSunFlare: f neighbour: sta1 asteroid: ast2 ----- StarGate id: sta1 isRandom: t works: f wasInSunFlare: t neighbour: sta2 asteroid: ast3 ----- </pre>
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**10.3Értékelés**

Tag neve	Tag neptun	Munka százalékban
Mohácsi Márton	T8ZT88	20%
Simon Zoltán	HRSNUG	20%
Kárpáti Márk András	O1BG0Z	20%
Bárkányi Csaba	BQI7QQ	20%
Tóth Ádám	QEYOW2	20%



**10.4 Napló**

Kezdet	Időtartam	Résztevők	Leírás
2010.04.13. 16:00	2 óra	Mohácsi Simon Kárpáti Bárkányi Tóth	Értekezlet. Megbeszéltük a korábbi eredményeket. És szétosztottuk a feladatokat: Mohácsi: Game, UI, Controllable, Printable Simon: Building, StarGate, Base, Alien Kárpáti: Asteroid, Sun, Planet, ReactsToSunflare Bárkányi: Material (összes leszármazottjai is), Inventory Tóth: Entity, Mining, Driling, Moving, NonPlayer, Robot
2010.04.14. 11:00	1 óra	Mohácsi Simon Kárpáti Bárkányi Tóth	Apró pontosítások.
2010.04.16. 16:00	2 óra	Mohácsi Simon Kárpáti Bárkányi Tóth	Felvetések megvitatása. Programhibák kijavítása.
2010.04.17. 16:00	3 óra	Mohácsi Simon Kárpáti Bárkányi Tóth	Felvetések megvitatása. További hibák javítása.
2010.04.18. 20:00	4 óra	Mohácsi Simon Kárpáti Bárkányi Tóth	További hibák javítása és tesztelés.
2010.04.19. 10:00	4 óra	Mohácsi Simon	További hibák javítása és tesztelés.

		Kárpáti Bárkányi Tóth	Dokumentum szerkesztése. Utolsó simítások.
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