Meilenstein 3

<mark>Benjamin 7</mark>   <mark>Gowthi 6</mark>   <mark>Michel 7</mark>   <mark>Cedrik 5</mark>   <mark>All</mark>

Product
- <mark>1: Product: Broadcast</mark>   **1p**
    - Broadcast to all clients across all games and lobbies is working
- <mark>2: Product: Build script lvl 1</mark>   **2p**
    - The build script produces an executable jar as well as the javadoc
- <mark>3: Product: Command line lvl 1</mark>   **1p**
    - Command line parameters are parsed correctly: (client <hostaddress>: <port> (<username>) server <port>)
- <mark>4: Product: GUI lvl 1</mark>   **3p**
    - The chat is available via a basic GUI
- <mark>5: Product: Game list</mark>   **1p**
    - There is a way to list both open, ongoing as well as finished games
- <mark>6: Product: Game logic</mark>   **4p**
    - The main logic of the game ass well as its fundamental mechanics are present and the game is playable
- <mark>7: Product: Game state</mark>   **2p**
    - Game state is kept on server
- <mark>8: Product: High score</mark>   **1p**
    - There is a high score list which is stored persistently and updated when needed
- <mark>9: Product: Manual lvl 1</mark>   **1p**
    - There is a manual which describes how the game is to be played
- <mark>10: Product: Player list</mark>   **1p**
    - There is a way to list all players currently connected to the server
- <mark>11: Product: Protocol code lvl 2</mark>   **2p**
    - Network protocol is completely defined and documented in source code
- <mark>12: Product: Protocol document lvl 2</mark>   **1p**
    - The definition of the network protocol is complete
- <mark>13: Product: Technology!</mark>   **4P**
    - Describe which technologies and libraries you use and why
- <mark>14: Product: Whisper</mark>   **1p**
    - Whisper-chat between two clients is working

<mark>Process</mark>
- Process: /**lvl2*/   **2p**
    - source code is sufficiently documented
- Process: Committed lvl 3   **2p**
    - All required sources and documents are committed to the repository on time
- Process: Dear diary lvl 3   **1p**
    - Project diary is up to date and filled with meaningful entries

Presentation
- <mark>Presentation: About a game lvl 2</mark>   **3p**
    - Outline of the game with its goals, rules and mechanics
- <mark>Presentation: How things are going</mark>   **2p**
    - Progress report
- <mark>Presentation: Networking lvl 2</mark>   **2p**

- ○ Overview of the network communication
- Presentation: QA lvl 3 **3p**
  - ○ Description of the Quality Assurance measures
- Presentation: Rules to Code **3p**
  - ○ How is the gamestate and game logic represented in the code
- Presentation: Shall we play a game lvl 1 **2p**
  - ○ Present a working prototype of the game logic in the presentation
- Presentation: Shall we play a game lvl 2 **3p**
  - ○ Present a working prototype of the game logic in the exercise slot by playing the game
- Presentation: Who? What? When? Lvl 2 **2p**
  - ○ Project timeline and responsibilities, changes and problems

Deductions
- Product: No doc lvl 1 **-1p**
  - ○ The build script does not export the JavaDoc
- Product: No Jar lvl 1 **-3p**
  - ○ The build script produces no executable jar
- Product: Two Jars **-2p**
  - ○ The build script produces multiple jars instead of one

- Process: Classic lvl 2 **-2p**
  - ○ .class files in the repository
- Process: Silent committer lvl 2 **-2p**
  - ○ Have more commits without (meaningful) message
- Process: Unconventional lvl 2 **-2p**
  - ○ Break coding conventions

- Presentation: <Placeholder> lvl 2 **-1p**
  - ○ Placeholders are still present in the slides
- Presentation: Annoyingly animated lvl 2 **-2p**
  - ○ Too many animations hurt the presentation
- Presentation: Wall of text lvl 2 **-2p**
  - ○ Your slides contain way too many words

Bonus
- Presentation: TED talk lvl 2 **2p**
  - ○ Give a great presentation

Distribution
- Product: 25   -6
- Process: 5   -6
- Presentation: 20(+2)   -5

Progress Report

	Benjamin	Gowthi	Michel	Cedrik
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				

($\sim$: in progress, $\approx$: nearly done, ✔: done)