

# Ausführlicher Bericht

01/01/2023 - 31/12/2023



Gesamt: 130:15:00    Abrechenbar: 00:00:00    Betrag: 0,00 USD

Datum	Beschreibung	Dauer	Benutzer
18/07/2023	Cleanup, final commit, Abgabe PR_SE_GO	01:45:00 21:00:00 - 22:45:00	Johannes Hacker
18/07/2023	Vorbereitung Abgabe PR_SE_GO	02:15:00 18:00:00 - 20:15:00	Johannes Hacker
17/07/2023	Systemdokumentation PR_SE_GO	03:15:00 19:15:00 - 22:30:00	Johannes Hacker
17/07/2023	gameFiles PR_SE_GO	01:00:00 16:00:00 - 17:00:00	Johannes Hacker
16/07/2023	Projektdokumentation PR_SE_GO	03:30:00 18:00:00 - 21:30:00	Johannes Hacker
12/07/2023	code cleanup, structural changes, rules and about, javadoc PR_SE_GO	05:30:00 16:00:00 - 21:30:00	Johannes Hacker
11/07/2023	open rules link in browser PR_SE_GO	02:00:00 19:00:00 - 21:00:00	Johannes Hacker
10/07/2023	endGame logic, rule implementation, bug fixes endGame, handicap PR_SE_GO	06:30:00 16:45:00 - 23:15:00	Johannes Hacker
09/07/2023	komi, bug fixing PR_SE_GO	02:15:00 19:00:00 - 21:15:00	Johannes Hacker
09/07/2023	endGame logic PR_SE_GO	01:45:00 15:00:00 - 16:45:00	Johannes Hacker
07/07/2023	FileChooser for save, endGame logic, jumpMode bug fixing, inspection mode PR_SE_GO	06:30:00 12:30:00 - 19:00:00	Johannes Hacker
06/07/2023	description logic, jump logic, arrows PR_SE_GO	03:45:00 17:45:00 - 21:30:00	Johannes Hacker
03/07/2023	list logic PR_SE_GO	02:00:00 18:30:00 - 20:30:00	Johannes Hacker
02/07/2023	JumpLogic/GUI/List Bug Fixes PR_SE_GO	04:30:00 18:15:00 - 22:45:00	Johannes Hacker

27/06/2023	Präsenztermin PR_SE_GO	02:45:00 08:15:00 - 11:00:00	Johannes Hacker
26/06/2023	Meeting PR_SE_GO	01:00:00 18:00:00 - 19:00:00	Johannes Hacker
23/06/2023	logic to model, team meeting PR_SE_GO	04:00:00 12:00:00 - 16:00:00	Johannes Hacker
22/06/2023	splitted Controller/Model PR_SE_GO	02:45:00 13:00:00 - 15:45:00	Johannes Hacker
22/06/2023	File import, Bug Fixes PR_SE_GO	04:15:00 08:15:00 - 12:30:00	Johannes Hacker
21/06/2023	Bug Fixing Model/Unit-Tests, changed Controller Structure PR_SE_GO	04:30:00 16:00:00 - 20:30:00	Johannes Hacker
15/06/2023	Small GUI Changes PR_SE_GO	02:00:00 20:00:00 - 22:00:00	Johannes Hacker
14/06/2023	TODO's Code review PR_SE_GO	03:45:00 18:45:00 - 22:30:00	Johannes Hacker
13/06/2023	Code review PR_SE_GO	01:00:00 10:30:00 - 11:30:00	Johannes Hacker
12/06/2023	Teammeeting PR_SE_GO	01:30:00 17:30:00 - 19:00:00	Johannes Hacker
12/06/2023	Speichern, GUI Optimierung, Kleinere Fixes PR_SE_GO	04:30:00 14:00:00 - 18:30:00	Johannes Hacker
21/05/2023	surrender, pass, gui, bug fixing PR_SE_GO	06:00:00 20:00:00 - 02:00:00 <sup>+1</sup>	Johannes Hacker
09/05/2023	Code review PR_SE_GO	00:45:00 10:30:00 - 11:15:00	Johannes Hacker
08/05/2023	gui, logic improvements PR_SE_GO	03:45:00 17:00:00 - 20:45:00	Johannes Hacker
08/05/2023	Merged branches PR_SE_GO	03:00:00 13:00:00 - 16:00:00	Johannes Hacker
01/05/2023	Strukturplanung PR_SE_GO	02:00:00 09:00:00 - 11:00:00	Johannes Hacker
18/04/2023	Präsenzunterricht PR_SE_GO	02:30:00 08:30:00 - 11:00:00	Johannes Hacker

17/04/2023	changed project structure, major design improvements PR_SE_GO	04:45:00 16:00:00 - 20:45:00	Johannes Hacker
17/04/2023	merge board and menu, maven bug fixes, team-meeting PR_SE_GO	04:00:00 14:30:00 - 18:30:00	Johannes Hacker
17/04/2023	GUI design, GIT Issues PR_SE_GO	02:30:00 11:30:00 - 14:00:00	Johannes Hacker
06/04/2023	GUI Menu PR_SE_GO	04:30:00 12:00:00 - 16:30:00	Johannes Hacker
28/03/2023	Setup PR_SE_GO	02:20:00 09:30:00 - 11:50:00	Johannes Hacker
21/03/2023	Präsenzunterricht PR_SE_GO	02:15:00 09:30:00 - 11:45:00	Johannes Hacker
16/03/2023	Projektmeeting Sprint Planung 1 PR_SE_GO	02:00:00 09:00:00 - 11:00:00	Johannes Hacker
14/03/2023	Präsenzunterricht/Präsentation PR_SE_GO	03:15:00 08:30:00 - 11:45:00	Johannes Hacker
13/03/2023	Anforderungs-Meeting PR_SE_GO	02:00:00 17:00:00 - 19:00:00	Johannes Hacker
13/03/2023	Marktanalyse PR_SE_GO	02:55:00 12:30:00 - 15:25:00	Johannes Hacker
07/03/2023	Präsenzunterricht/Einführung PR_SE_GO	03:15:00 08:30:00 - 11:45:00	Johannes Hacker