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| **Table of activities** | | | | | | | |
| **Activity mark:** | **A6** | **Beginning date** | **19.11.2016** | **End date** | **26.11.2016** | **Duration** | **8 Days** |
| **Activity title:** | Front-end design | | | | | **Activity scope** | 0,17 **ČM** |
| **Goals** | | | | | | | |
| * Designing the webpage and game without functioning logic * Developing said webpage and game without functioning logic | | | | | | | |
| **Activity description** | | | | | | | |
| Front-end design includes our webpage that is deciding which technologies to use in order to develop it (html5, css3, javascript, php) and which tools to use (software for coding etc). The most important part is of course deciding the 'look' and design in order to enhance the user experience and make it more likely that the user will keep using our application. Under this falls text font, text size, page background, menu, menu animations and so on – essentially everything visual that the user will see. | | | | | | | |
| **Dependencies and limitations** | | | | | | | |
| Activity A6 is dependant on A1, A2, A3, A4 and A5. A6 is preceeded by A4 and A5. | | | | | | | |
| **Results** | | | | | | | |
| Webpage, game without functioning logic. | | | | | | | |

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| **Table of activities** | | | | | | | |
| **Activity mark:** | **A7** | **Beginning date** | **27.11.2016** | **End date** | **6.12.2016** | **Duration** | **10 Days** |
| **Activity title:** | Front-end deployment | | | | | **Activity scope** | 0,21 **ČM** |
| **Goals** | | | | | | | |
| * Deploying the webpage and game without functioning logic | | | | | | | |
| **Activity description** | | | | | | | |
| Front-end deployment is essentially delivering our product (in this case a website) to the user. In other words it's taking our website and putting it on a server so the users can access it. However before we will deploy it to the public we will first have to do it privately for testing and bugfixing purposes. This way we can ensure the user will receive a quality product (or at the very least minimize the chances of bugs and other things that might annoy the user). | | | | | | | |
| **Dependencies and limitations** | | | | | | | |
| Activity A7 is dependant on A1, A2, A3, A4, A5 and A6. A7 is preceeded by A6. | | | | | | | |
| **Results** | | | | | | | |
| Webpage, game without functioning logic deployed to a server. | | | | | | | |

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| **Table of activities** | | | | | | | |
| **Activity mark:** | **A8** | **Beginning date** | **7.12.2016** | **End date** | **11.12.2016** | **Duration** | **5 Days** |
| **Activity title:** | Testing, error handling and reparing | | | | | **Activity scope** | 0,1 **ČM** |
| **Goals** | | | | | | | |
| * Reducing the amount of bugs and fixing errors in the game and website | | | | | | | |
| **Activity description** | | | | | | | |
| After we privately deploy our webpage we will have to test it for errors. First we will try normal usage cases and if those pass we will move onto edge case uses. Of course we will have to test it using different web browsers and operating systems to ensure it works as intended for all platforms. If/when we do find an error/bug we will have to fix/handle it and then repeat the process. After we will no longer find problems with it we will finish this phase. | | | | | | | |
| **Dependencies and limitations** | | | | | | | |
| Activity A8 is dependant on A1, A2, A3, A4, A5, A6 and A7. A8 is preceeded by A7. | | | | | | | |
| **Results** | | | | | | | |
| Reduced amount of bugs in the website and game. | | | | | | | |

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| **Table of activities** | | | | | | | |
| **Activity mark:** | **A9** | **Beginning date** | **9.11.2016** | **End date** | **18.11.2016** | **Duration** | **10 Days** |
| **Activity title:** | Development of game logic | | | | | **Activity scope** | 0,21 **ČM** |
| **Goals** | | | | | | | |
| * Developing game logic (including its AI) | | | | | | | |
| **Activity description** | | | | | | | |
| After building the skeleton of the game (including gui and so on) we will have to develop its logic. This is of couse so the game can actually function. It includes things like passing turns, playing a card, seeing if the card played wins or loses the round and so on. We will also have to develop an AI for the single player vs AI mode. As we do not wish to discourage players from the game the AI will not count cards, use heuristics or calculate odds in order to completely beat players into the ground most of the time as that wouldn't be a fun experience. The player is likely playing vs AI to relax or learn the game. If he should wish for a harder game he can always play vs a real player online. | | | | | | | |
| **Dependencies and limitations** | | | | | | | |
| Activity A9 is dependant on A2. A9 is preceeded by A1 and A2. | | | | | | | |
| **Results** | | | | | | | |
| Game logic working. | | | | | | | |

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| **Table of activities** | | | | | | | |
| **Activity mark:** | **A10** | **Beginning date** | **27.11.2016** | **End date** | **10.12.2016** | **Duration** | **14 Days** |
| **Activity title:** | Deployment of game logic | | | | | **Activity scope** | 0,29 **ČM** |
| **Goals** | | | | | | | |
| * Integrating game logic into Briscola. | | | | | | | |
| **Activity description** | | | | | | | |
| After our front end is deployed we will follow it up by deploying our game logic as well. This will make the game functional and make it playable. It is essentially updating our server with new data (the game logic). Of course we will first deploy it privately in order to ensure quality by testing it thoroughly. | | | | | | | |
| **Dependencies and limitations** | | | | | | | |
| Activity A10 is dependant on A6, A7 and A9. A10 is preceeded by A1 and A2 and A9. | | | | | | | |
| **Results** | | | | | | | |
| Game logic integrated, Briscola now works as intended. | | | | | | | |