

INGENIØRHØJSKOLEN AARHUS UNIVERSITET

## BACKFIGHT

*Forfattere:*

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# Indholdsfortegnelse

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Kapitel 1	Work plan
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In the following work plan is based on our task board and pull request through out the project. Each item can vary in size.

- Anders Meidahl
  - Setup initial board with pan and zoom and generation of maps
  - Setup database with firebase
  - Create the join/spectate functionalities
  - Create the lobby functionalities
  - Resize objects
  - Turnbased
  - Create service for notifications
  - Create fog on board
- Jakob
  - Create fragments for players/monsters state and items
  - Create items
  - Combat system
  - Change the board generation to use strategy pattern
  - Player can pick up items
  - Make test for internet
  - Fill data into fragments
- Nicklas
  - Select object on the board
  - Create movement functionalities
  - Refactor the panning zooming
  - Fix the zoom length.
  - Translate application to danish
- Rasmus
  - Build up the Menus
  - Monsters
  - Set up the settings, rules and credits activities
  - Make the tablet mode
  - Make splash screen
  - Animations