

Take 6!

- 1 Planning & Design
 - Initial choice of game
 - Project requirements document
 - Gantt Chart
 - Technology selection
 - Database design
 - Client-server architecture design
 - Game rules definition
 - Globale IHM
- 2 Learning & Technology Onboard...
 - Spécification
 - Learning client technology
 - Review Git (git flow)
 - Learning server technology
 - Learning MySQL
- 3 Backend Server Development
 - Setup the 2 servers (Ubuntu)
 - Server global implementation
 - Set up the server environment
 - Core Game Logic
 - Game Rules Implementation
 - Game State Management
 - Better Bots Implementation (AI)
 - Client-Server Communication
 - Implement multi-client support
 - Authentication & User Management
 - Games Management (Lobby)
 - Check player AFK (logout / timeout)
 - Basic Bots Implementation
 - Server/DB connection
- 4 Backend DB Development
 - MySQL Setup (PhpMyAdmin)
 - Database implementation
 - Review DB Problems
 - Add AI support (optional)
- 5 Backend Client Development
 - Global Client Game Logic
 - Client Game Board
 - User authentication & account management
 - Multiplayer Mode
 - Lobby creation / server list
 - Single Player Mode
 - Levels Selectors (Hard / Easy)
- 6 Frontend Development
 - Client Frontend Implementation
 - Game Board UI
 - Main Menu UI
 - Login/Register UI
 - Multiplayer Menu UI
 - Single-Player Menu UI
 - Settings Menu
 - Visual effects / Animations
 - Card design creation
 - Game Board design creation
 - Main Menu / Login Design
 - All Other Menu Design
- 7 Web Development
 - Compile Desktop Version In Web
 - Adapting what is not compatible
 - Fix all problems
- 8 Testing, Optimization & Bug Fixing
 - Units Tests
 - Debugging client/server communication
 - Performance enhancement
 - Load testing (stability)
 - Final Security tests
 - UX/UI adjustments for a smoother experience
- 9 Finalization, Presentation & Delivery
 - Final Release

