## Funktionalitätsplanung

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| ID | Funktionalität | Geschätzter Aufwand | Verantwortlicher | Abhängige Funktionalitäten | Quellcode-referenz | Status |
| 1. | SEPGame |  | Florian Rühl |  | - | Fertig |
| 2. | Constants |  |  |  |  | Fertig |
| 3. | CollisionHandler |  |  |  |  | Fertig |
| 3.1 | beginContact() | 4h | Niklas Schiller |  | 29-68 | Fertig |
| 3.2 | collideFlowerTarget() | 0,5h | Robin Rongen |  | 84-90 | Fertig |
| 4. | F\_L\_O\_W\_E\_R |  |  |  |  | Fertig |
| 4.1 | F\_L\_O\_W\_E\_R() | 0,5h | Cedric Jüssen |  | 39-53 | Fertig |
| 4.2 | Update() | 0,5h | Robin Rongen |  | 55-61 | Fertig |
| 4.3 | Render() | 0,5h | Cedric Jüssen |  | 63-67 | Fertig |
| 4.4 | setupBody() | 2h | Robin Rongen |  | 69-95 | Fertig |
| 4.5 | Explode() | 1h | Joel Schneider |  | 109-130 | Fertig |
| 5. | Tank | Insgesamt: 4h |  |  |  | Fertig |
| 5.1 | Tank() |  | Florian Rühl | Playscreen |  | Fertig |
| 5.2 | Render() |  | Florian Rühl | Playscreen |  | Fertig |
| 5.3 | setupBody() |  | Florian Rühl | Playscreen |  | Fertig |
| 5.4 | Update() |  | Florian Rühl | Playscreen |  | Fertig |
| 6. | Target |  |  | Tank |  | Fertig |
| 6.1 | Target() | 10min | Patrick Knothe |  | 27-33 | Fertig |
| 6.2 | Render() | 2min | Patrick Knothe |  | 40-42 | Fertig |
| 6.3 | Destroy() | 1h | Joel Schneider |  | 50-71 | Fertig |
| 6.4 | setupBody() | 2h | Robin Rongen |  | 82-110 | Fertig |
| 7. | GamepadInputProvider |  |  |  |  | Fertig |
| 7.1 | Action() |  |  |  |  | Fertig |
| 8. | KeyboardInputProvider |  |  |  |  | Fertig |
| 8.1 | Action() | 1h | Lars Daumann |  |  | Fertig |
| 9. | MouseInputProvider |  |  |  |  | Fertig |
| 9.1 | Action() | 0.5h | Joel Schneider | KeyboardInputProvider |  | Fertig |
| 10. | AimAt |  |  |  |  | Fertig |
| 11. | AimTurn | 0.5h | Lars Daumann |  |  | Fertig |
| 12. | Drive | 1h | Robin Rongen |  |  | Fertig |
| 13. | Shoot | 0.5h | Lars Daumann |  |  | Fertig |
| 14. | Turn |  |  |  |  | Fertig |
| 14.1 | Turn() | 0.5h | Cedric Jüssen |  | 0-18 |  |
| 14.2 | Act() | 0.5h | Lars Daumann |  | 19-22 | Fertig |
| 14.3 | Act2() | 0.5h | Cedric Jüssen |  | 23-27 | Fertig |
| 15. | MenuScreen |  |  |  |  | Fertig |
| 15.1 | MenuScreen() | 1h | Patrick Knothe |  | 41-50 | Fertig |
| 15.2 | Show() | 2h | Patrick Knothe |  | 56-74 | Fertig |
| 15.3 | Start() | 0.5h | Lars Daumann |  | 76-88 | Fertig |
| 15.4 | Ende() | 5min | Lars Daumann |  | 90-93 | Fertig |
| 15.5 | Resize() | 2min | Patrick Knothe |  | 96-98 | Fertig |
| 15.6 | Render() | 20min | Patrick Knothe |  | 100-110 | Fertig |
| 15.7 | Dispose() | 5min | Patrick Knothe |  | 112-115 | Fertig |
| 16. | PlayScreen |  |  |  |  | Fertig |
| 16.1 | PlayScreen() | 0.5h | Joel Schneider |  | 84-92 | Fertig |
| 16.2 | Show() | 1h | Niklas Schiller |  | 94-110 | Fertig |
| 16.3 | Steuerung() | 0.5h | Lars Daumann |  | 112-123 | Fertig |
| 16.4 | Render() | 2h | Patrick Knothe |  | 125-174 | Fertig |
| 16.5 | physicsPhase() | 0.5 | Robin Rongen |  | 194-203 | Fertig |
| 16.6 | Dispose() | 5min | Patrick Knothe |  | 278-282 | Fertig |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| ID | Funktionalität | Geschätzter Aufwand | Verantwortlicher | Abhängige Funktionalitäten | Quellcode-referenz | Status |
| 1. | Steuerung |  | Florian Rühl |  | - | Fertig |
| 1.1 | Keyboard |  |  |  | KeyboardInputProvider |  |
| 1.2 | Mouse |  |  |  | MouseInputProvider |  |
|  | Gamepad |  |  |  | GamepadInputProvider |  |
| 2. | Actions |  |  |  |  |  |
| 2.1 | Zielen |  |  |  | AimAt  AimTurn |  |
| 2.2 | Fahren |  |  |  | Drive |  |
| 2.3 | Schießen |  |  |  | shoot |  |
| 2.4 | Lenken |  |  |  | Turn |  |
| 3. | Hauptmenü |  |  |  | MenuScreen |  |
| 4. | Tank |  |  |  |  |  |
|  | Target |  |  |  |  |  |
|  | Flower |  |  |  |  | Fertig |