# Delivery Report Group 5

Joined Efforts (50/50)

Powerpoint Presentation

Entity Relationship Model

Database Structuring and clean-up

Sofia:

-**Ship Fleet Button and** **Interface** Design, functionality and Server-side logic

-**Station Upgrades Button and Interface** Design, functionality and Server-side logic

- **Assets** for icons and ships

Leon Micheel-Sprenger:

* Set up code base for the project
* **Login** Design, functionality and Server-side logic
* **Register** **New Player** Design, functionality and Server-side logic
* **Resource bar** Design, functionality and Server-side logic
* **Solo Missions Button, Interface and Functionality** Design, functionality and Server-side logic. (inclusive respawn of missions every 5 minutes, ping function on client side to load updated data and server timer to “count down” the running missions)