

# Untitled Gantt Project

07.04.2025

<http://>

Projekt Manager

Projektbeginn/ende

18.02.2025 - 15.05.2025

Fortschritt

0%

Vorgänge

75

Ressourcen

4

## Vorgänge

2

Vorgang	Anfang	Ende	Dauer
Milestone 1 <i>Milestone 1:</i> <i>-Outline of the game with its goals, rules and mechanics</i> <i>-Have a very clear and well thought out written concept of your game (max two pages, self-made</i> <i>-You have already started producing relevant and meaningfully runnable code for your project</i> <i>-Project diary exists (PDF or text) and is readable</i> <i>-The diary has at least one meaningful entry</i> <i>-Show a self made mockup of your game during the presentation</i> <i>-Overview of the functionality of client and server specific to your game</i> <i>-Overview of the software requirements (not required software</i> <i>-Have a name for your game, ideally also for your group</i> <i>-Project timeline and responsibilities</i> <i>-Have a detailed and well thought out project plan in written form</i>	18.02.25	07.03.25	0
Milestone 1 deadline <i>deadline of milestone1</i>	07.03.25	07.03.25	0
Game_Concept <i>writing about the game concept</i>	25.02.25	03.03.25	5
Mockup <i>Drawing the Mockup</i>	24.02.25	26.02.25	3
Taskdistribution <i>taskdistribution:</i> <i>Illila(Server/Client)</i> <i>William(Game Logic)</i> <i>Aiysha(Art and Music)</i> <i>Sena(GUI)</i>	25.02.25	25.02.25	1
Research <i>Research for ideas for our game, librarys, server, client and general concept of a game.</i>	18.02.25	24.02.25	5
PresentationDay <i>Presentation of our Powerpoint-Presentation</i>	07.03.25	07.03.25	0
presentation <i>design a powerpointpresentation for our Game: THINK OUTSIDE THE ROOM</i>	04.03.25	06.03.25	3
Requirement_Analysis <i>writing about the requirementanalysis</i>	25.02.25	03.03.25	5
presentation <i>beginning with our presentation in Powerpoint</i>	27.02.25	05.03.25	5
Diary_meeting3 <i>Writing in the diary about our 3. meeting</i>	27.02.25	27.02.25	1
Diary_meeting2 <i>Writing in the diary about the 2. meeting</i>	25.02.25	25.02.25	1
Diary_meeting1 <i>writing in the diary about the first meeting</i>	20.02.25	20.02.25	1
Client/Server <i>Starting to implement the client and Server</i>	24.02.25	05.03.25	8

## Vorgänge

3

Vorgang	Anfang	Ende	Dauer
<b>Milestone 2</b> <i>Focus: Client-server communication</i> <i>Define and implement a human-readable network protocol</i> <i>Login/logout functionality, nickname handling</i> <i>Working client-to-client chat</i> <i>Server ↔ Client ping messages to detect connection loss</i> <i>Project diary updated, QA concept introduced</i> <i>Technical: meaningful .gitignore, no compiled files in repo, proper commit messages</i> <i>README</i>	03.03.25	01.04.25	0
<b>Milestone 2 deadline</b> <i>deadline of milestone2</i>	24.03.25	24.03.25	0
<b>Mainclass + jar</b> <i>implementing a mainclass and making a executable jar</i>	24.03.25	24.03.25	1
<b>writing Diary</b> <i>writing diary</i>	10.03.25	31.03.25	16
<b>Chat</b> <i>Implementing Chat</i>	20.03.25	21.03.25	2
<b>CREATE Gameobject</b> <i>Implementing the command to create a gameobject</i>	03.03.25	05.03.25	3
<b>Nicknames</b> <i>Implementing changing Nicknames</i>	07.03.25	20.03.25	10
<b>Product: Who AM I</b> <i>Implementing that the client suggests a nickname based on the system username</i>	20.03.25	21.03.25	2
<b>Ping Pong</b> <i>Implementing Ping Pong</i>	18.03.25	19.03.25	2
<b>QA-Konzept</b> <i>writing the QA concept</i>	21.03.25	21.03.25	1
<b>README</b> <i>edit README</i>	17.03.25	17.03.25	1
<b>Login</b> <i>implementing the command Login</i>	19.03.25	21.03.25	3
<b>Logout</b> <i>Implementing the command logout</i>	19.03.25	21.03.25	3
<b>Network Protocol</b> <i>writing the network protocol</i>	24.03.25	24.03.25	1

Vorgänge

Vorgang	Anfang	Ende	Dauer
Milestone 3	25.03.25	12.04.25	0

## Vorgänge

5

Vorgang	Anfang	Ende	Dauer
<p><i>Core Deliverables</i></p> <p><i>Game Logic (40 points) / Game State (10 points)</i></p> <p><i>Implement the fundamental mechanics of your game.</i></p> <p><i>The server consistently tracks and manages the world state.</i></p> <p><i>Shall We Play a Game (40 points)</i></p> <p><i>Demonstrate the working prototype in an exercise slot by actually playing it (Terminal or GUI).</i></p> <p><i>Demo! (25 points)</i></p> <p><i>Present a functional prototype during the milestone presentation.</i></p> <p><i>GUI (25 points)</i></p> <p><i>A basic user interface, especially for chat and perhaps a minimal display of the game world or players.</i></p> <p><i>Manual (10 points)</i></p> <p><i>A written document describing how to play the current version of the game.</i></p> <p><i>About a Game (5 points)</i></p> <p><i>An outline of goals, rules, and mechanics – can be included in your manual or as a separate short text.</i></p> <p><i>Rules to Code (5 points)</i></p> <p><i>Clarify how your game's rules map onto actual code structures.</i></p> <p><i>Progress Report (15 points)</i></p> <p><i>Updates on project status, timeline, responsibilities, and any encountered issues.</i></p> <p><i>Who? What? When? (10 points)</i></p> <p><i>Revised project plan for Milestone 4 and 5, reflecting any changes.</i></p> <p><i>Dear Diary (10 points)</i></p> <p><i>A project diary with meaningful updates about your progress.</i></p> <p><i>Networking and Documentation</i></p> <p><i>Protocol Code (10 points)</i></p> <p><i>All network commands are implemented in a clear, human-readable format.</i></p> <p><i>Protocol Document (5 points)</i></p> <p><i>A separate document explaining your protocol, including examples.</i></p> <p><i>Whisper (5 points)</i></p> <p><i>Private one-to-one chat functionality.</i></p> <p><i>Broadcast (5 points)</i></p> <p><i>A dedicated command to send messages to all clients across all lobbies/games (if applicable).</i></p> <p><i>Build Script (5 points)</i></p> <p><i>Produces an executable jar and javadoc for the build-cs108 task.</i></p> <p><i>Command Line (5 points)</i></p> <p><i>Correct parsing of (client &lt;host&gt;:&lt;port&gt; [username]) or (server &lt;port&gt;).</i></p> <p><i>/ ... / (10 points)</i></p> <p><i>JavaDoc is sufficiently used to document your source code.</i></p> <p><i>QA (10 points) / QA (advanced) (10 points)</i></p> <p><i>Present your Quality Assurance measures, ideally with a first result or plan.</i></p>			

## Vorgänge

6

Vorgang	Anfang	Ende	Dauer
Lobby / Player Management Game List (5 points) Show open, ongoing, and finished games, with statuses.			
Lounging (5 points) / Lounging List (5 points) Support multiple lobbies (one per game) with an internal chat. A way to list players in each lobby. Player List (5 points) A way to list all connected players on the server. Librarian (10 points) Use at least one external library besides JUnit (JavaFX alone doesn't count). Presentation / Extra Technology! (10 points) Describe additional tools or libraries not covered in lecture and why you use them. TED Talk (10 points) Deliver a great, engaging presentation.			
Task Distribution	25.03.25	25.03.25	1
Commandline Adjusting the mainclass	03.04.25	04.04.25	2
writing diary writing diary	25.03.25	25.03.25	1
Milestone 3 deadline	07.04.25	07.04.25	0
Implementing UI Implementing Button for lists: Playerlist, lobbylist	07.04.25	07.04.25	1
Manual writing the manual	07.04.25	07.04.25	1
Updating the network protocol Updating the network protocol and adjusting it to the milestone 2&3	04.04.25	04.04.25	1
Implementing Chats UI implementing different chats Lobbychat, whisperchat and globalchat	04.04.25	04.04.25	1
implementing Lobbys implementing lobbys	31.03.25	04.04.25	5
Implementing Physics implementing collision detection and Gravitation	03.04.25	04.04.25	2
Projectplan Writing the projectplan with gantsproject	01.04.25	11.04.25	9
implementing a demo for our game	07.04.25	08.04.25	2
Rope implementing Rope with inverse kinematics	27.03.25	28.03.25	2
Fixing Chat fixing chat	01.04.25	01.04.25	1

## Vorgänge

7

Vorgang	Anfang	Ende	Dauer
Fixing PingPong <i>Fixing PingPong</i>	01.04.25	01.04.25	1
Product Bob001 <i>fixing issue, that players have the same name</i>	01.04.25	01.04.25	1
implement 2 player character control logic (move + grab/ jump + throw))	04.04.25	07.04.25	2
Milestone 4 <i>Main Goals</i>  <i>Present a nearly final version of your game, focusing on polish, testing, and a functional GUI.</i>  <i>Key Achievements</i> <i>GUI (20 points)</i> <i>The game is represented graphically.</i> <i>GUI (advanced) (30 points)</i> <i>The game is fully playable from the UI; minimal/no text input required.</i> <i>Shall We Play A Game (20 points)</i> <i>Present the working final game in an exercise slot using your JAR.</i> <i>Referee (15 points)</i> <i>Rules are enforced correctly (e.g., you can't cheat or move beyond boundaries).</i> <i>Victory! (10 points)</i> <i>The game correctly determines a winner or end-of-game state.</i> <i>Unit-Test (10 points) and Unit-Test (advanced) (10 points)</i> <i>You have thorough, meaningful unit tests that pass successfully.</i> <i>5 out of 7 (5 points)</i> <i>Evaluate two other group's games (giving feedback on achievements).</i> <i>Peer Precision (5 points)</i> <i>Your assessment of other teams matches the lecturer's assessment closely.</i>	07.04.25	29.04.25	0
handle inputs conflicts (simultaneous inputs) + animation sync	14.04.25	15.04.25	2
add throwable objects (mechanics) + grab detection	08.04.25	09.04.25	2
update project diary and QA Concept	23.04.25	24.04.25	2
write Unit Test	24.04.25	28.04.25	3
Add referee logic to validate level completion	16.04.25	17.04.25	2
prepare reconnect logic (handling disconnect/rejoin)	18.04.25	21.04.25	2
add moving/static platforms with basic logic	21.04.25	22.04.25	2
Build and integrate 1 level with mechanics	21.04.25	22.04.25	2

Vorgänge

Vorgang	Anfang	Ende	Dauer
Task distribution <i>task distribution for milestone 4 and update, because the taskdistribution is not finalized</i>	07.04.25	07.04.25	1
Extend GUI with team indicators and HUD feedback	14.04.25	16.04.25	3
Implement team selection screen in lobby	14.04.25	14.04.25	1
create persistent highscore system	23.04.25	24.04.25	2
prepare full 4-player test run and demo presentation	28.04.25	28.04.25	1
Milestone 4 deadline <i>deadline of milestone4</i>	28.04.25	28.04.25	0



## Vorgänge

9

Vorgang	Anfang	Ende	Dauer
<b>Milestone 5</b> <i>Main Goals</i>  <i>Present the final, polished version of your game with all required features, documentation, and QA.</i>  <i>Provide an in-depth demonstration, plus final deliverables (like a trailer, website, etc.).</i>  <i>Key Achievements</i>  <i>Demo! (60 points)</i>  <i>Show your final, bug-free game in the final presentation.</i>  <i>Shall We Play A Game (60 points)</i>  <i>The fully playable final game is presented, typically with your JAR.</i>  <i>GUI (40 points)</i>  <i>The GUI is complete, stable, and all client features are available.</i>  <i>Manual (10 points)</i>  <i>Provide a written game manual describing how to play the final version.</i>  <i>Logo (5 points), Picturesque (10 points), Trailer (5 points), or Website (5 points)</i>  <i>Any visual or outreach elements that show off your game (logo, screenshots, short gameplay video).</i>  <i>High Score (10 points)</i>  <i>High score list is persisted, updated, and displayed on request.</i>  <i>Reconnect (10 points)</i>  <i>Allow players to reconnect to an ongoing game after a disconnect.</i>  <i>QA (15 points), QA Report (15 points)</i>  <i>Show your quality assurance results, final testing coverage, and lessons learned.</i>  <i>Additional Achievements</i>  <i>/ ... / (15 points): JavaDoc is sufficiently documented for the final milestone.</i>  <i>About a Game / About a Game (advanced): Reiterate or expand your game's concept.</i>  <i>Pachydermatous Librarian (10 points): All external libraries are managed by Gradle via Maven Central.</i>  <i>Free as in Speech (5 points): All game assets are properly licensed or self-created.</i>  <i>We Are Smarter Now (20 points): Provide reflections and lessons learned.</i>	29.04.25	15.05.25	0
<b>taskdistribution</b> <i>taskdistribution, because the taskdistribution is not finalized</i>	29.04.25	29.04.25	1
<b>add cheatcode/ debug commands</b>	08.05.25	08.05.25	1
<b>Final milestone presentation</b>	14.05.25	14.05.25	1
<b>testrun presentation and demo</b>	08.05.25	08.05.25	1
<b>Finalize outreach folder: manual, screenshot, video</b>	29.04.25	29.04.25	1

Vorgänge

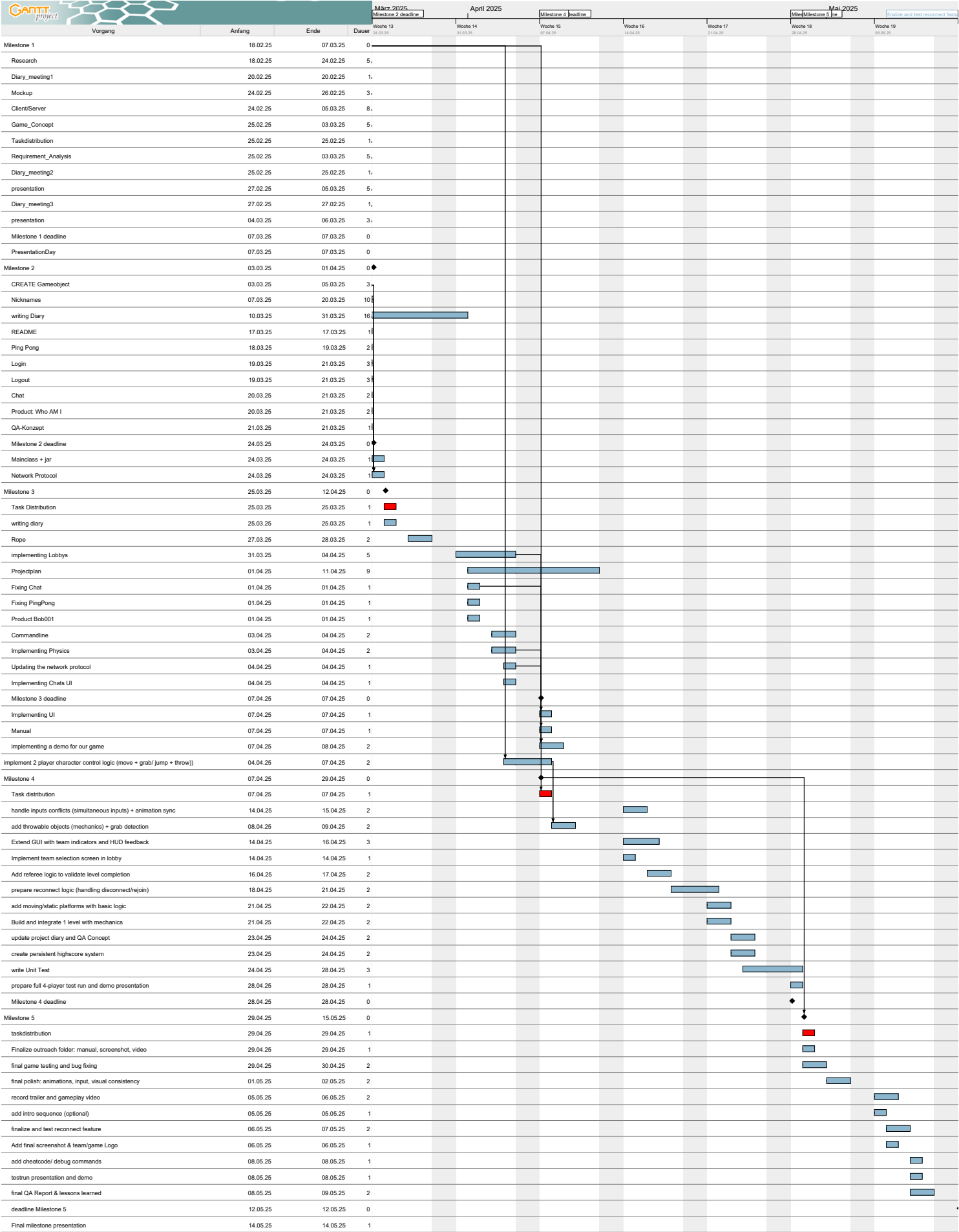
10

Vorgang	Anfang	Ende	Dauer
finalize and test reconnect feature	06.05.25	07.05.25	2
final QA Report & lessons learned	08.05.25	09.05.25	2
Add final screenshot & team/game Logo	06.05.25	06.05.25	1
record trailer and gameplay video	05.05.25	06.05.25	2
add intro sequence (optional)	05.05.25	05.05.25	1
final polish: animations, input, visual consistency	01.05.25	02.05.25	2
final game testing and bug fixing	29.04.25	30.04.25	2
deadline Milestone 5	12.05.25	12.05.25	0
deadlilne of milestone 5			

Ressourcen

Ressource	Rolle
Aiysha	Entwickler
Illia	Entwickler
Sena	Entwickler
William	Entwickler

Gantt-Diagramm



Ressourcendiagramm

