

Team Members and Responsibilities

- **William - Game Logic**
- **Illia - Networking**
- **Senanur - GUI Development**
- **Aisha - Art & Music**

Project Timeline & Tasks

Phase 1: Mockup & Initial Planning (06.03.2025)

- Define overall game concept
- Establish client/server structure (Illia)
- Define core game rules (William & Aisha)
- Initial software setup (All Members)
- Basic sketches for UI and assets (Aisha & Sena)

Phase 2: Networking & Protocol Implementation (27.03.2025)

- Implement client-server communication (Illia & Sena)
- Develop game protocol (Illia)
- Set up initial server structure (Illia)
- Implement client framework (Illia)
- -> Ensure unique nicknames
- -> Modify duplicate nicknames in a consistent manner

Phase 3: Game Logic & Server Development (10.04.2025)

- Develop core game logic (William & Aisha)
- Implement server-side game management (William & Illia)
- Start editing client and server functionality (William & Illia)
- Implement login/logout functionality (Illia & Sena)
- Client suggests nickname based on system username (Illia & Aisha)

Phase 4: GUI & Testing (01.05.2025)

- Implement game UI (**Sena**)
- Conduct initial testing (**All Members**)
- Debugging and fixing early issues (**All Members**)
- Nickname changes in the UI (**Sena**)

Phase 5: Final Adjustments & Deployment (15.05.2025)

- Final debugging and refinements (**All Members**)
- Last adjustments to UI and functionality (**Sena & William**)
- Finalize and integrate art and music assets (**Aisha**)
- Prepare final documentation (**All Members**)

Note:

This plan is a draft and will be further developed as progress is made. While specific responsibilities have been assigned, all team members are also encouraged to help each other and learn about each phase of the project. Everyone is ultimately responsible for ensuring the success of the game by collaborating and learning from each other.