Untitled Gantt Project

06.04.2025

http://

Projekt Manager	
Projektbeginn/ende	18.02.2025 - 15.05.2025
Fortschritt	0%
Vorgänge	74
Ressourcen	4

Vorgänge

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

Vorgänge

Vorgang	Anfang	Ende	Dauer
Milestone 2 *Focus: Client-server communication* *Define and implement a human-readable network protocol* *Login/logout functionality, nickname handling* *Working client-to-client chat* *Server ↔ Client ping messages to detect connection loss* *Project diary updated, QA concept introduced* *Technical: meaningful .gitignore, no compiled files in repo, proper commit messages* *README*	03.03.25	01.04.25	0
Milestone 2 deadline *deadline of milestone2*	24.03.25	24.03.25	0
Mainclass + jar *implementing a mainclass and making a executable jar*	24.03.25	24.03.25	1
writing Diary *writing diary*	10.03.25	31.03.25	16
Chat *Implementing Chat*	20.03.25	21.03.25	2
CREATE Gameobject *Implementing the command to create a gameobject*	03.03.25	05.03.25	3
Nicknames *Implementing changing Nicknames*	07.03.25	20.03.25	10
Product: Who AM I *Implementing that the client suggests a nickname based on the system username*	20.03.25	21.03.25	2
Ping Pong *Implementing Ping Pong*	18.03.25	19.03.25	2
QA-Konzept *writing the QA concept*	21.03.25	21.03.25	1
README *edit README*	17.03.25	17.03.25	1
Login *implementing the command Login*	19.03.25	21.03.25	3
Logout *Implementing the command logout*	19.03.25	21.03.25	3
Network Protocol *writing the network protocol*	24.03.25	24.03.25	1
Milestone 3	25.03.25	12.04.25	0
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

Vorgänge

Vorgang	Anfang	Ende	Dauer
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
Rope *implementing Rope with inverse kinematics*	27.03.25	28.03.25	2
Fixing Chat *fixing chat*	01.04.25	01.04.25	1
Fixing PingPong *Fixing PingPong*	01.04.25	01.04.25	1
Product Bob001 *fixing issue, that players have the same name*	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	07.04.25	07.04.25	0
handle inputs conflicts (simultaneous inputs) + animation sync	14.04.25	15.04.25	2
add throwable objects (mechanics) + grab detection	14.04.25	15.04.25	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
Task distribution *task distribution for milestone 4 and update, because the taskdistribution is not finalized*	07.04.25	07.04.25	1
Extend GUI with team indicators and HUD feedback	14.04.25	16.04.25	3

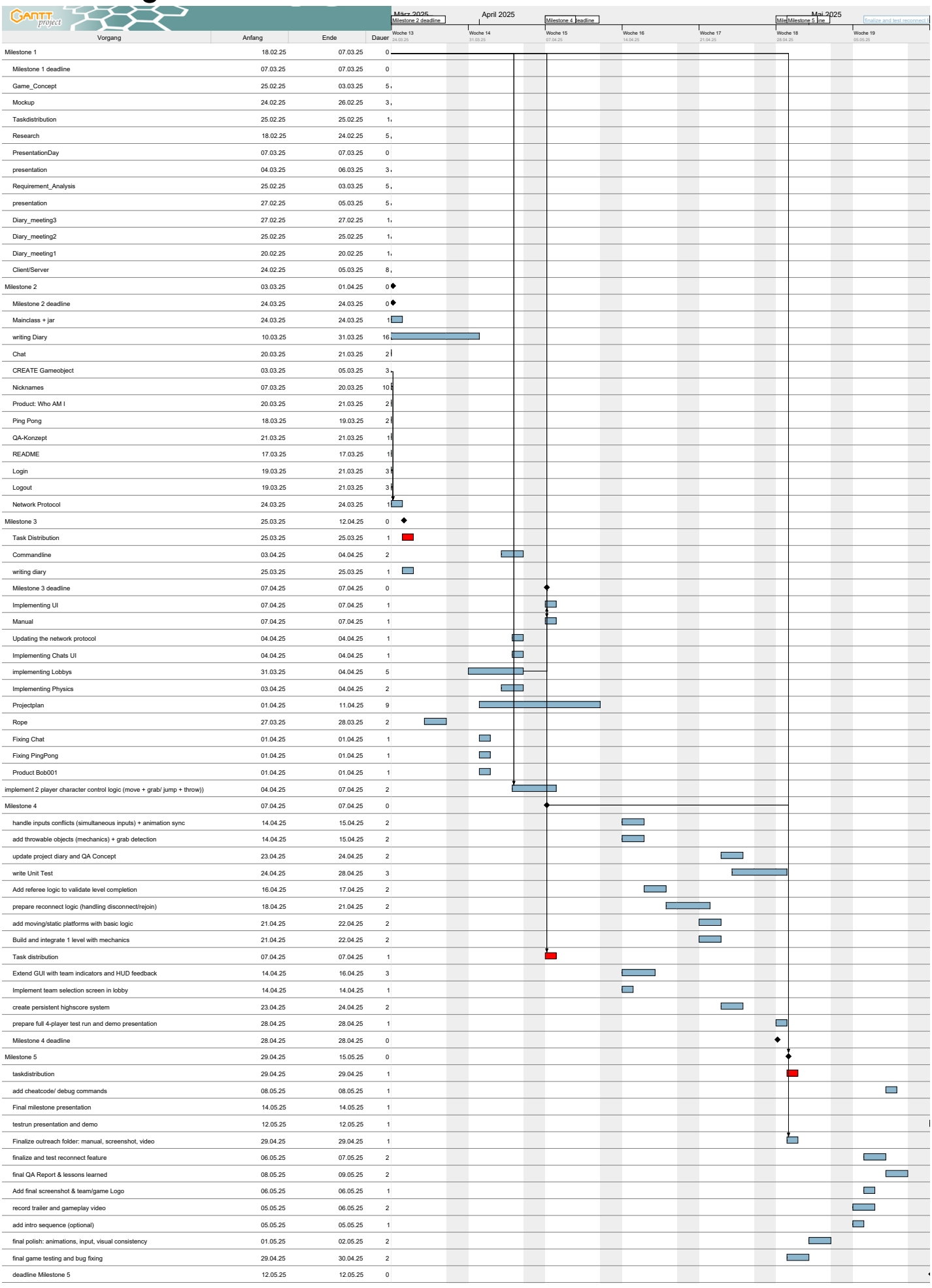
Vorgänge

Vorgang	Anfang	Ende	Dauer
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 *deadline of milestone4*	28.04.25	28.04.25	0
Milestone 5	29.04.25	15.05.25	0
taskdistribution *taskdistribution, because the taskdistribution is not finalized*	29.04.25	29.04.25	1
add cheatcode/ debug commands	08.05.25	08.05.25	1
Final milestone presentation	14.05.25	14.05.25	1
testrun presentation and demo	12.05.25	12.05.25	1
Finalize outreach folder: manual, screenshot, video	29.04.25	29.04.25	1
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 *deadlilne of milestone 5*	12.05.25	12.05.25	0

Ressourcen

Ressource	Rolle
Aiysha	Entwickler
Illia	Entwickler
Sena	Entwickler
William	Entwickler

Gantt-Diagramm



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Milestone 1	18.02.25	07.03.25	0
Milestone 1 deadline	07.03.25	07.03.25	0
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Diary_meeting1	20.02.25	20.02.25	1
Client/Server	24.02.25	05.03.25	8
Milestone 2	03.03.25	01.04.25	0
Milestone 2 deadline	24.03.25	24.03.25	0
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Network Protocol	24.03.25	24.03.25	1
Milestone 3	25.03.25	12.04.25	0
Task Distribution	25.03.25	25.03.25	1
Commandline	03.04.25	04.04.25	2
writing diary	25.03.25	25.03.25	1
Milestone 3 deadline	07.04.25	07.04.25	0
Implementing UI	07.04.25	07.04.25	1
Manual	07.04.25	07.04.25	1
Updating the network protocol	04.04.25	04.04.25	1
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Milestone 5	29.04.25	15.05.25	0
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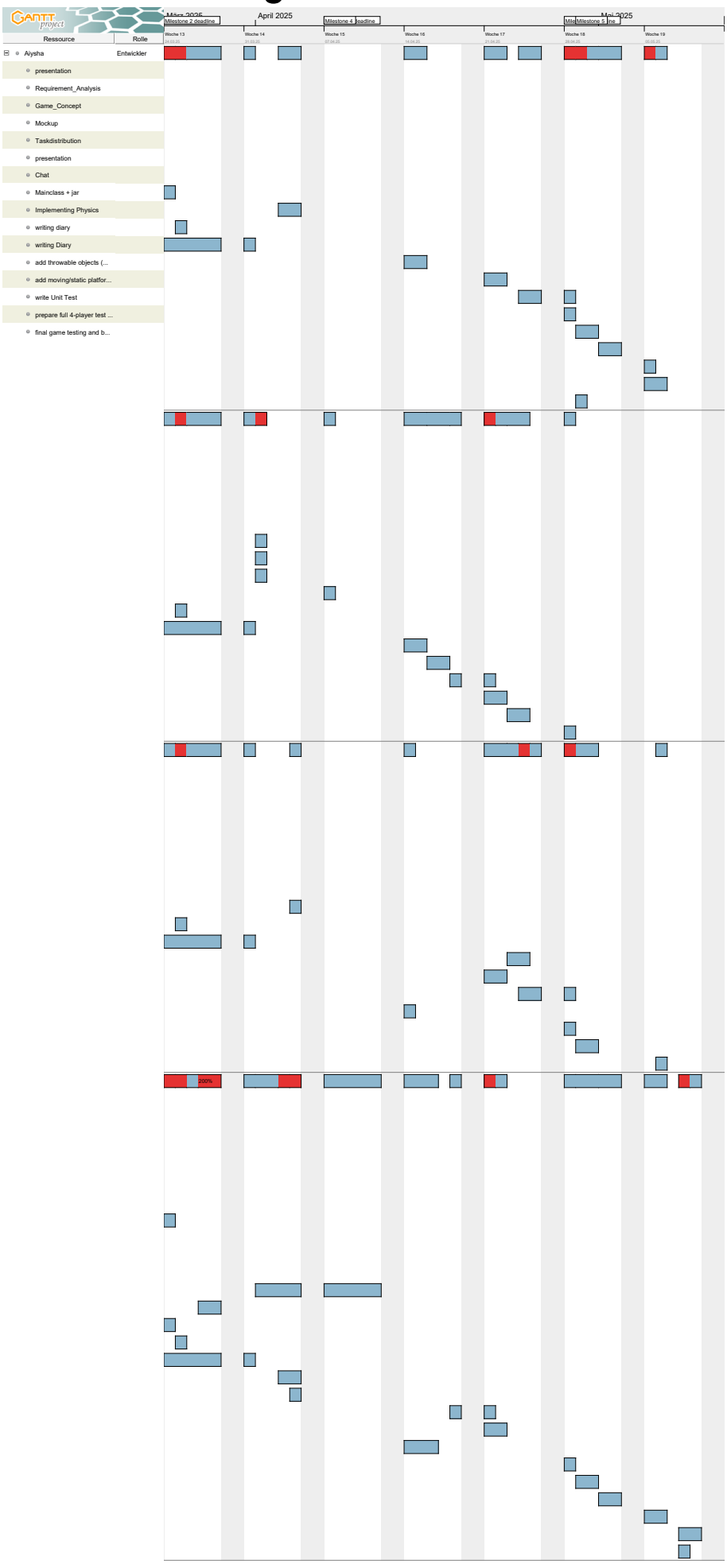
Ressourcendiagramm