Meeting, Friday 07.03.2025

Priority for the game :

-Standing platform (Level Design)

-Physics and collision detection (Bibliothek)

-player creation

-Network protocol

Optionals:

-Login

-Music

-Moving Cameras

-Moving platform

-Items

-Who does what :

-Illia:

-Aiysha:

-Sena:

-William

-Everyone

Finished

Milestone 2:

Product: .gitignore: There is a gitignore file containing entries relevant for major operating systems and the used tools

Process: Source code is sufficiently documented with JavaDoc

Product: Protocol and content is properly encoded, decoded and validated

Product: Players can change their nicknames (Sena)

Product: Chat: Client to client chat is working

Process: Dear Diary: Project diary is up to date and filled with meaningful entries

Product: Login: Arbitrarily many clients can log on to the server //add player to the game

Product: Logout: The server handles a client logout in a meaningful way //delete player out of the game

Product: Ping: A ping message is regularly sent from server to client and processed meaningfully (connection losses are detected and handled)

Product: Pong: A ping message is regularly sent from client to server and processed meaningfully (connection losses are detected and handled)

Product: Protocol Code: The human-readable network protocol is defined and implemented

Product: Protocol Document: The human-readable network protocol is defined in a dedicated document. All commands are explained together with an example

Product: Protocol Validator: Network protocol is being used correctly

Process: QA Concept: Reasonable Software Quality concept in written form (see slides)

Product: The server assures that player nicknames are unique and changes duplicates in a consistent manner by assigning appropriate names

Product: The client suggests a nickname based on the system username

Product: ReadMe