

time2shine

1. Which softwares were used?

Following software solutions were used:

Spring Boot (Java, built with Gradle)

PostgreSQL database

Debian 12 instance for deployment (Digital Ocean) with Docker containers

Andere verwendete Softwarelösungen:

Pixi.JS OpenGL Renderer

Debian 12 with Apache2 Web Server

2. Explanation to the overview (hours per person)

Nicolas put his focus into the deployment and the backend.

Steven developed a first prototype of the game.

Max had invested his time in the API of the game and assisted in docu-related tasks.

Leon tried various Figma-related prototypes for the frontend of the game and did docu.

3. Explanations to hours per workflow

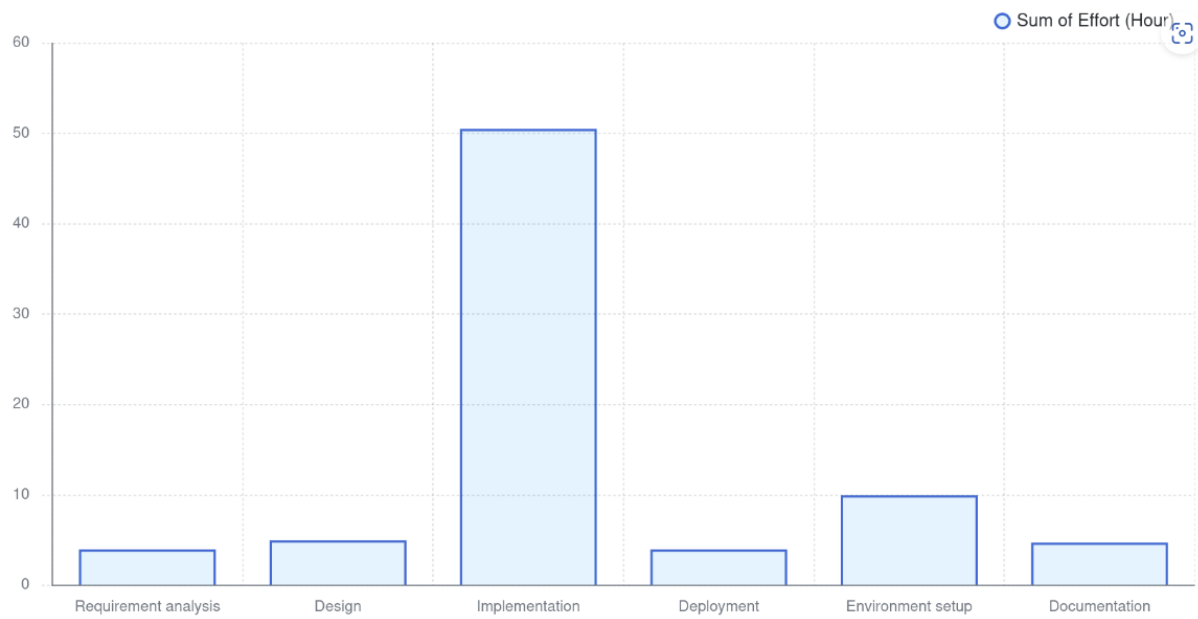
As a team we decided to invest our time into the implementation. We developed a functional backend. Moreover we did our first tries with the frontend.

On the design-side, we worked on some ideas.

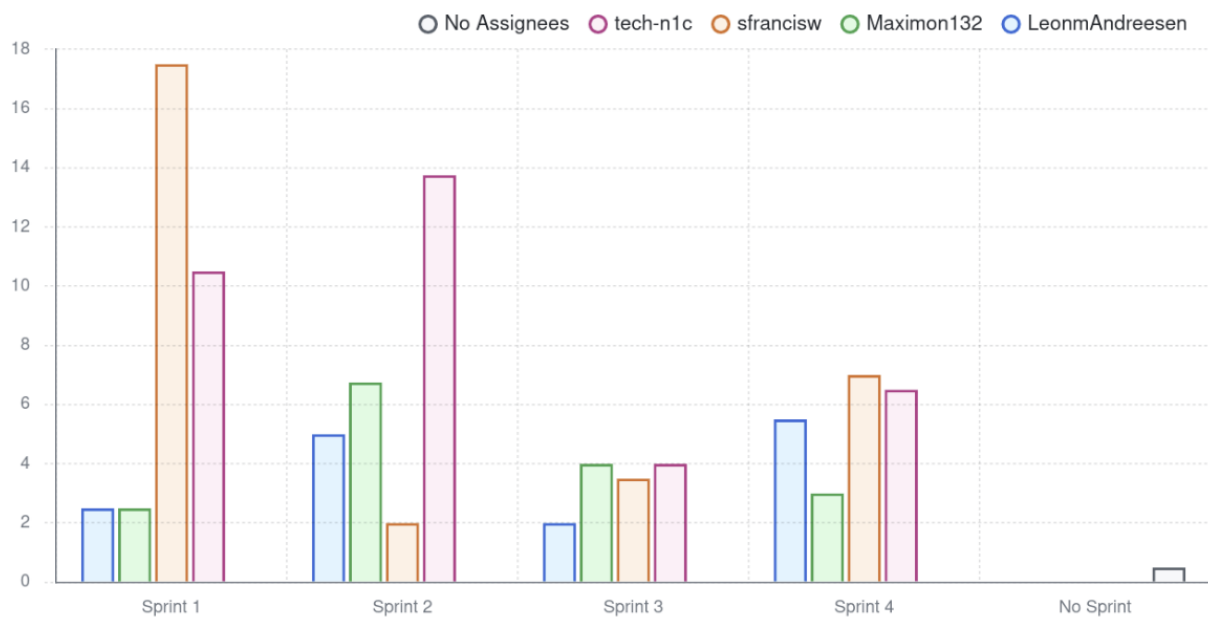
4. Explanations to the UML diagram

In the first half, we put the focus into developing an infrastructure for the accounts.

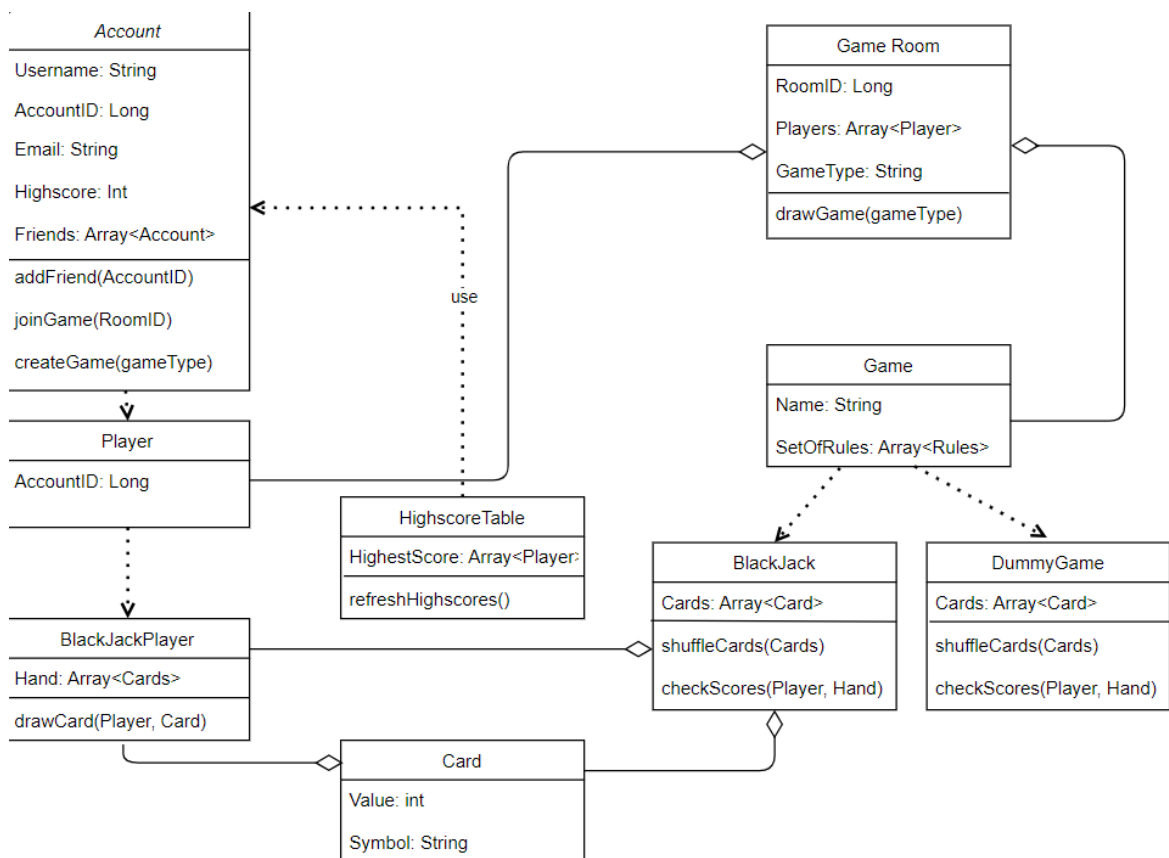
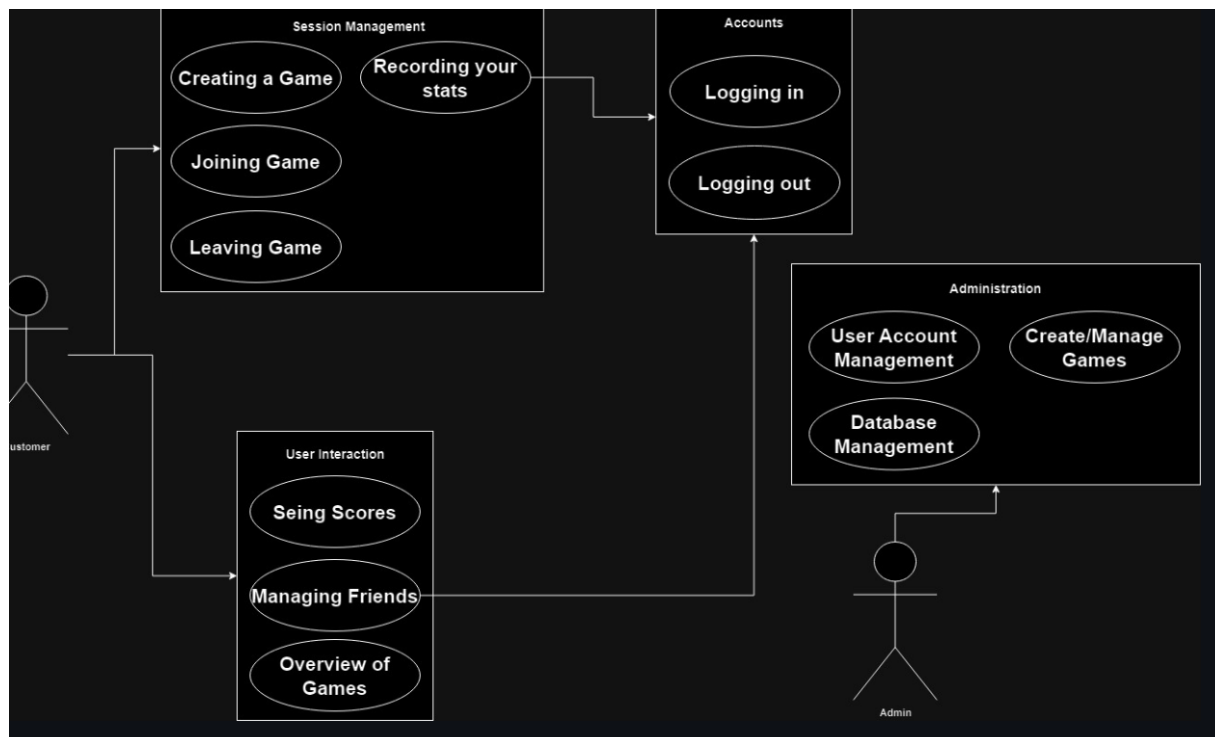
Moreover, we tried to have a first game. But this one is still in a phase of a prototype.



Hours spent for workflows



Hours spent per person



Design Patterns