

07.03.2022

- Gant was created (Sebastien)

09.03.2022

- Basis of Networking written and uploaded (Tom)
- Game rules and mechanics written and uploaded (Tom)
- Requirement analysis uploaded (Sebastien)

10.03.2022

- Mock-up was created (Ali)

11.03.2022

Meeting, all contributors are present

- Chose the team's name: "TASG Force"
- Chose the game name: "Ore Rush"
- Created a GUI Team and a Code Team
GUI Team: Ali, Sebastien
Code Team: Tom, Gian

12.03.2022

- Updated Diary (Gian)
- Written the beginnings of a Client/Server code (Tom)

14.03.2022

- Updated Diary (Gian)
- Power Point Presentation "About the Game" created (Gian)
- Power Point Presentation "Who, what, when" created and uploaded (Sebastien)

15.03.2022

- Power Point Presentation "Network" created (Tom)
- Power Point Presentations "About the Game", "Who, What, When", "Network" comined into one Power Point Presentation (Gian)
- Early Server/Client code finalised (Tom)

16.03.2022

Meeting Ali is missing

- Power Point Presentation "Requirement Analysis" created (Sebastien)
- Finalized Power Point Presentation (Gian)
- Early Server/Client code uploaded (Tom)
- Cleaned up the Git repository (Tom, Sebastien, Gian)
- Updated Diary (Gian)
- Created a presentable Diary (Gian)

22.03.2022

Meeting, all contributors are present

- Discussed and reviewed code (All)
- Assigned following tasks:
 - Protocol Encode, Decode, Validate (Tom & Gian)

- Change Nickname (Gian)
- Chat (Tom & Gian)
- Update Diary (Gian)
- Login/Logout & Ping/Pong (Sebastien & Ali)
- Protocol Code (Tom)
- Protocol Document (Gian)
- QA Concept (Ali)
- Make sure nicknames are unique (Sebastien)
- Check if it works on Linux (Tom)
- README (Ali)
- Gradle build (Alle)

25.03.2022

- Reworked the Packet Class (Gian)
- Implemented Packet Generation (Gian)
- Started work on the Ping-Thread (Sebastien)
- Added README.md (Ali)
- Implemented infrastructure to test for uniqueness of nickname and allow the changing of a nickname.

26.03.2022

- Finished and expanded Packet Generation (Gian)
- Implemented Encoding (Tom)
- Implemented Decoding (Gian)
- Implemented Packet Detection (Gian)
- Implemented infrastructure to allow for Reactions based on received Packets (Gian)
- Implemented Ping and answer system (Gian)
- Implemented Chat system (Gian)
- Implemented changing username by sending a packet (Gian)
- Implemented Quit Packet and a appropriate reaction from the Client and Server (Gian)

27.03.2022

- Implemented Pong and answer system (Ali, Sebastien)
- Implemented Validation of Packets (Tom)
- Updated Diary (Gian)
- Wrote up QA (Gian)

02.04.2022

Meeting, all contributors are present

- Discussed results of milestone 2:
 - Need better organisation
 - Need better distinction of fields of expertise
 - Need to better test and prepare devices for examination.

05.04.2022

- Implemented chat GUI system (Sebastien)

06.04.2022

- Created a GameMap Class and added OreSpawn functionality to it. (Gian)

09.04.2022

Meeting, all contributors are present

- Assigned following tasks:
 - GUI (Sebastien, Ali)
 - Lobby (Sebastien)
 - GameObjects (Gian)
 - GameMap (Gian, Tom)
 - Log4J (Ali)
- Created a GameObject interface and all the classes that extend it. (Gian)
- Added encode and decode functions to the Robot class. (Gian)
- Implemented new abstract packet system (Tom)

12.04.2022

- Implemented Whisper Packet (Sebastien)
- Implemented Join Packet (Sebastien)
- Implemented a lot of the missing functionalities of the GameObject Classes (Gian)

13.04.2022

Meeting, all contributors are present

- Controlled current progress and laid out roadmap for the next few days.
 - GUI (Sebastien, Ali)
 - Lobby (Sebastien)
 - GameObjects (Gian)
 - GameMap (Gian, Tom)
 - Log4J (Ali)
 - Presentation (Gian)
 - QA (Ali)
 - Packets (Sebastien, Tom)
 - Diary (Gian)
- Reworked the GameMap slightly (Tom)
- Implemented more of the missing functionalities of the GameObject Classes (Gian)
- Created the skeleton of the "Lobby" and the "Cell" classes (Gian)
- Reworked the GameMap and created new ore generation system (Tom, Gian)
- Added Log4j to the gradle (Ali)
- Implemented the "create Lobby" and the "join Lobby" packets (Sebastien)

14.04.2022

- Implemented the lobby GUI prototype (Sebastien)

15.04.2022

- Implemented the "Update" packet decoder (Tom)

16.04.2022

- Reworked the "Update" packet a lot (Tom)

17.04.2022

- Reworked the "Robot" class and moved it to the server (Tom)
- Provided the base functions to initialize and start the game (Gian)
- Fixed some bugs for the lobby system (Sebastien)
- Expanded the lobby system to give out more information to users. (Sebastien)
- Allows clients to select and join a lobby (Sebastien)
- Added a Lobby Chat (Sebastien)

18.04.2022

- Implemented a system that allows for the robot to be moved using the GUI (tom)
- Updated the Network protocol document (Tom, Sebastien)
- Implemented the Whisper and Broadcast functionality (Sebastien)
- Clients now leave the lobby if their window is closed (Sebastien)
- Implemented the Dig functionality of the Robot (Tom)
- (Deleted Main.java and immediately reverted it (Ali))
- Expanded the Log4j functionalities (Ali)
- Implemented placement of Traps and Radars (Tom)
- Updated GanttChart (Sebastien)
- Fixed and expanded the GUI (Sebastien)
- Wrote the GameInstructions (Tom)
- Added JavaDoc (Sebastien, Ali)
- Uploaded UpToDate Diary