<u>07.03.2022</u>
- Gant was created (Sebastien)

<u>09.03.2022</u>
- Basis of Networking written and uploaded (Tom)
- Game rules and mechanics written and uploaded (Tom)
- Requirement analysis uploaded (Sebastien)

<u>10.03.2022</u>
- Mock-up was created (Ali)

<u>11.03.2022</u>
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

<u>12.03.2022</u>
- Updated Diary (Gian)
- Written the beginnings of a Client/Server code (Tom)

<u>14.03.2022</u>
- Updated Diary (Gian)
- Power Point Presentation "About the Game" created (Gian)
- Power Point Presentation "Who, what, when" created and uploaded (Sebastien)

<u>15.03.2022</u>
- 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)

<u>16.03.2022</u>
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)

<u>22.03.2022</u>
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 (All)
- 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)