<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)

- o Change Nickname (Gian)
- o Chat (Tom & Gian)
- o Update Diary (Gian)
- o Login/Logout & Ping/Pong (Sebastien & Ali)
- o Protocol Code (Tom)
- o Protocol Document (Gian)
- o QA Concept (All)
- o Make sure nicknames are unique (Sebastien)
- o Check if it works on Linux (Tom)
- o README (Ali)
- o 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:
  - o Need better organisation
  - o Need better distinction of fields of expertise
  - o Need to better test and prepare devices for examination.

05.04.2022

- Implemented chat GUI system (Sebastien)

<u>06.04.2022</u>
- Created a GameMap Class and added OreSpawn functionality to it. (Gian)

<u>09.04.2022</u>
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)

<u>12.04.2022</u>
- Implemented Whisper Packet (Sebastien)
- Implemented Join Packet (Sebastien)
- Implemented a lot of the missing functionalities of the GameObject Classes (Gian)

<u>13.04.2022</u>
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)

<u>14.04.2022</u>
- Implemented the lobby GUI prototype (Sebastien)

<u>15.04.2022</u>
- Implemented the "Update" packet decoder (Tom)

<u>16.04.2022</u>
- 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

19.04.2022

- Made powerpoint(Gian)

20.04.2022

Meeting, all contributors are present

- Controlled current progress and laid out roadmap for the next few days.
  - GUI (Sebastien)
  - Javadoc (Gian)
  - Unittest (Ali Tom)
  - Check "referee" (Tom Gian)
  - Add owner System (Tom)
  - Victory High Score (Seb)
- Discussed powerpoint presentation (all)
- Tried to fix the gradle build (all)
  - only partly successful

27.04.2022

- added Javadoc (Gian)
- Implemented FileHelper to alleviate gradle build problems (Tom Gian)

28.04.2022

- Implemented owner system, not fully functional (Tom)

29.04.2022

- Added Game map Gui (seb)
- Fixed owner system (Tom)
- Add winner determination and highscore list (seb)
- Fixed ore generation (Tom)

30.04.2022

- Improved ore generation (Gian)
- Clean up code to regroup math functions in MathHelper class (Tom)
- Uploaded new Art, sprites (Gian)
- Add Javadoc (all)

01.05.2022

- Improved GUI (Better start button, turn and player on turn indication) (seb)
- Unit Tests (Tom Seb)
- Small improvements (all)