

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)