## 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 (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)

## 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