## 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)