

## March 2, 2023 ♦ Thursday ♦ — The beginning

**Project diary** Created the project diary using latex and the jwjournal class. Dealing with the class was originally tedious, since it was written only two months ago and is not supported by Overleaf.

**Game concept** Decided that we should reproduce the existing Nintendo Switch game *Super One More Jump*. Other suggestions were *Super Mario Bros* and *Oh...Sir! The Hollywood Roast*.

## March 3, 2023 ♦ Friday ♦ — Brainstorming

**Name Suggestions** Mind the Gap, Rainbow Edition; Leap of Colour; Hue Hop; Colourful Heights; Hues in the Air

**Game concept** The idea has emerged to create additional objects in the game, for example, a block that reassigns the colors in the level when it is reached, so that players have to relearn the level. However, since these special items are not essential for the game to work, they should be added optionally only at the end of the game's production. Another idea was to create "maze" levels: instead of just having levels that are difficult to complete, some of them could have the added difficulty of finding the exit. This idea would not require any additional implementation of code.

## March 7, 2023 ♦ Tuesday ♦ — Preparation Milestone 1

**Project plan** Finalised Gantt Chart with more specific tasks.

**Presentation** Division of responsibilities and preparation of the presentation of the first milestone.

**Repository** Creation of a README file.

## March 15, 2023 ♦ Wednesday ♦ — Exercise class

**Current Progress** Functioning server and client are implemented. Chat function and possibility of setting and changing a username exist. Network protocol already contains several commands mainly pertaining to the sending of messages and the username functionality.

**What was worked on** Encryption and decryption of messages sent between client and server, creation of a lobby, further username functionality, started implementing ping messages between client and server.

## March 17, 2023 ♦ Friday ♦ — End of week update

**Current Progress** Debugging and reformatting mostly related to chat function and encryption, making first attempts at a GUI, started to work on a lobby.

## March 21, 2023 ♦ Tuesday ♦ — Goal Discussion for Milestone 2

**Discussion** We discussed various aspects that needed to be worked on for the second milestone and how existing bugs in our code could be fixed (for example the server exhibited odd behaviors when clients disconnected, i.e there are issues with the ping messages). Evaluated our progress and what needed to be done for the next milestone.

**TO DO Milestone 2** Validation of messages, Logout, Ping (Nils), Protocol Document and QA Concept: One page long concept on JUnit tests etc. (Jiri), Human Modem and Elephant in the Room (Eliot).

## March 22, 2023 ♦ Wednesday ♦ — Exercise class

**Current Progress** Network Protocol documentation has been uploaded.

**What was worked on** Modified chat commands and user interaction with the chat, remodelled ping functionality so that disconnects are handled meaningfully from the server side.

## March 24, 2023 ♦ Friday ♦ — End of week update

**Current Progress** Program can be launched from Main.java, fixed bugs related to null messages being sent between client and server, finalised ping functionality (client also handles disconnects meaningfully)

**Overall progress evaluation** Until now we have reached our goals on time and successfully. We have a functioning client-server architecture with chat, lobby and other features. We are even starting to experiment with a GUI and learning how to code the visual aspects of the game, which puts us somewhat ahead of the milestone goals. Next steps would be to start programming the game logic and mechanics and start thinking more seriously about the visuals.