

# Rapport 1

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## Kanban Board

The screenshot shows a Kanban board titled "RasBerryPi\_Pong" with two columns: "Week 1" and "Week 2".

**Week 1 (2 cards):**

- Esperimenteer met MQTT** (RAS-2): Progress 0/4. Includes a checklist icon and a progress bar.
- Esperimenteer met TkInter** (RAS-1): Progress 0/6. Includes a checklist icon and a progress bar.

**Week 2 (4 cards):**

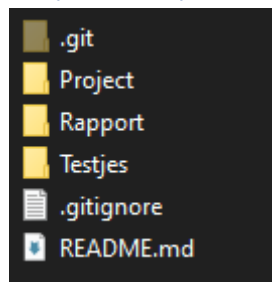
- Ontwerp game console** (RAS-3): Progress 5/5. Includes a checklist icon and a progress bar.
- Ontwerp de game console mqtt afhandelingen** (RAS-4): Progress 15/15. Includes a checklist icon and a progress bar.
- Ontwerp de Game engine** (RAS-5): No progress bar.
- Ontwerp de game engine MQTT afhandelingen** (RAS-6): No progress bar.

Buttons: "Add a card" (bottom left), "Add Column" (top right).

## Repository

BRANCH / TAG	GRAPH	COMMIT MESSAGE	COMMIT DATE / TIME
✓ ClientConsole		// WIP + 2	
main		werking NON-OOP client + test node-red flow	8-5-2021 @ 16:47
		begin client	6-5-2021 @ 18:21
		Topics toegevoegd aan Readme	6-5-2021 @ 10:56
		Merge remote-tracking branch 'origin/main' into main	3-5-2021 @ 14:28
		edit readme	3-5-2021 @ 14:28
		halfwerkende pong	3-5-2021 @ 14:07
		paddle coördinaten doorgeven aan ball	3-5-2021 @ 13:54
		probeersel 2 balletjes	3-5-2021 @ 09:48
		Create class files & Combine paddles and ball	2-5-2021 @ 22:44
		add mqtt testjes	1-5-2021 @ 14:08
		rename	1-5-2021 @ 13:25
		refactor paddle2.0 & bol collision	1-5-2021 @ 13:21
		2 pads	28-4-2021 @ 18:36
		edit readme	27-4-2021 @ 23:41
		REFACTOR player1 & player2 + save current coords	27-4-2021 @ 23:12
		ADD vsCode debugger + 2 pads	27-4-2021 @ 22:50
		ADD 1 paddle met grenzen en muis volging	27-4-2021 @ 22:34
		add testing.py	27-4-2021 @ 22:21
		Update README.md	27-4-2021 @ 16:39
		Update README.md	27-4-2021 @ 15:31
		Update README.md	27-4-2021 @ 15:21
		Update README.md	27-4-2021 @ 15:20
		Update README.md	27-4-2021 @ 15:01
		Delete Mistake	27-4-2021 @ 14:58
		Mistake	27-4-2021 @ 14:49
		Add paddle	27-4-2021 @ 14:21
		Bounce	26-4-2021 @ 12:49
		Initial commit	26-4-2021 @ 10:35

## Repository file structuur



## Verwezenlijkt

- Client scherm met alle knopjes, paddels, balletje en leds gevormd.
- Elk object (bal, paddle, ...) in OOP geschreven.
- MQTT verbinding getest met client en server
- Een testopstelling gemaakt net Node-red als server & Game Engine om de client te testen
- Er is in de client ook al een spelers selectie geïmplementeerd
- De topics die we gaan gebruiken hebben we beschreven in de README.md

Meer gedetailleerder kan je terugvinden in de README.md file

[https://github.com/ThomasKramp/RaspBerryPi\\_Pong.git](https://github.com/ThomasKramp/RaspBerryPi_Pong.git)

Demo filmpje in de repository onder “Rapport”

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