Protocol: Week 1
Written by Aditya Bharadwaj
(12.06.2024)

Team Responsibilities

- **Server & Client**: Yili and Yuanyuan

- **GUI and Model**: Ugur, Jun-Wei, and Aditya

- Aditya is flexible and will be available to assist both parts as needed.

Project Milestones

- **First Tasks Completion before 17.06.-**
  - Deadline: Saturday/Sunday this week.
- **Presentation on 24.06.**:
  - We shall have a running offline version of the game to present.
  - Presentation on 24.06.2024:
    - 3 minutes of gameplay demonstration
    - 1-2 minutes of slides (slides contain the roadmap for the upcoming weeks)
- **Required Project Features**:
  - Deadline: 01.07.2024
  - Focus on advanced features after this date.

Documentation

- **Weekly Scrum Reports**:
  - All team members must upload their individual weekly scrum reports to their respective folders on GitLab.
  - Templates for the scrum report and team policy will be provided by *Francis.*

Development Guidelines

- **Unit Tests**:
  - Build unit tests for different features.

     o   Refer to previous projects for assistance if needed.

Action Items for the Week

- **Mockups**: Ugur & Jun-Wei

- **Work Packages**: Aditya

- **Sequence Diagrams**: Yili & Yuanyuan

- **Create Branches**: All team members

- **Create Issues**: All team members

- **New Directories for Documentation**: Aditya

General

- **Pair Programming**:
  - Suggested by Francis to enhance team understanding and code quality.
- **New Discord Channel**:
  - Aditya created a new channel *"fragen-an-francis"* in the Group Project Server to organize the chat and make it easier for Francis to filter and respond to questions and information.