# 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.
  + 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.