

# RBSG – Release 1

## Product Owner

Christopher Bartalos

## Developer

Birk Magnussen

Gianluca Voss

Kapil Karki

Patrick Michla

Rohhullah Walizada

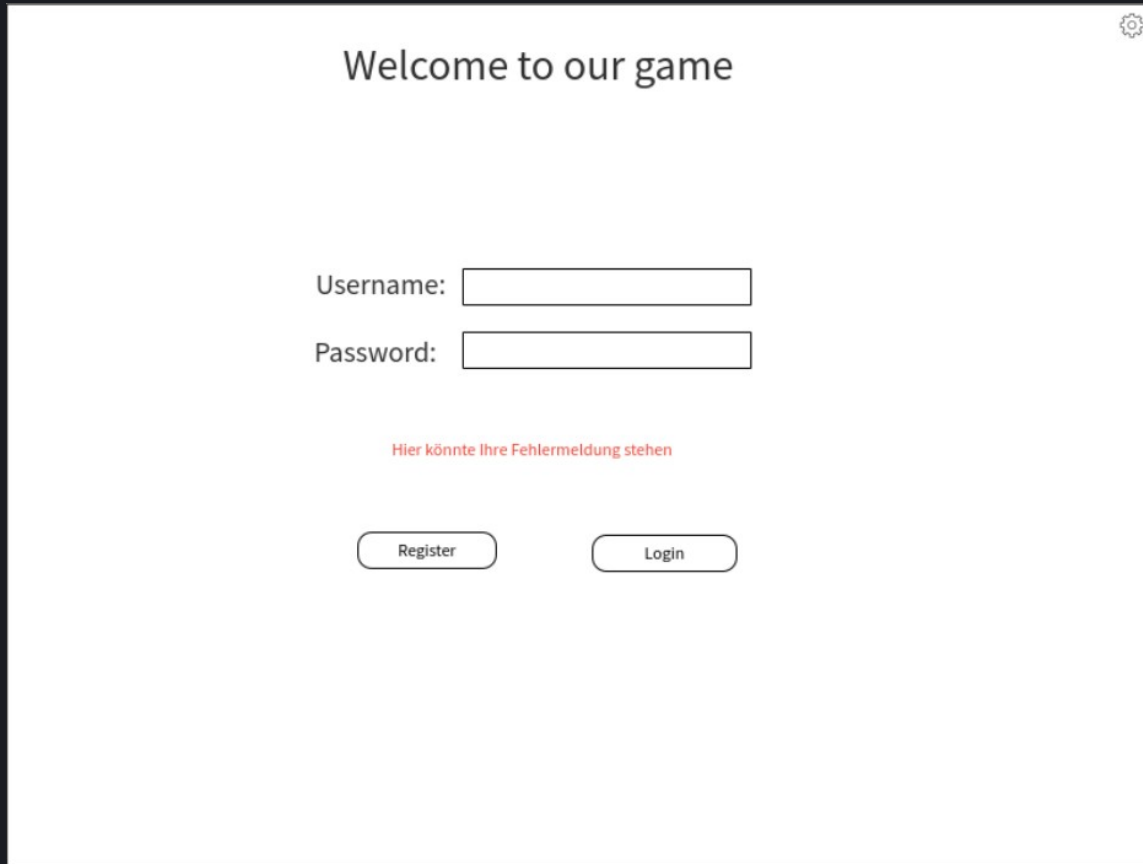
Vadim Simukov

## Scrum Master

Jonas Thelemann

# Mockup-Vergleich

# First Mockup: Welcome



Welcome to our game

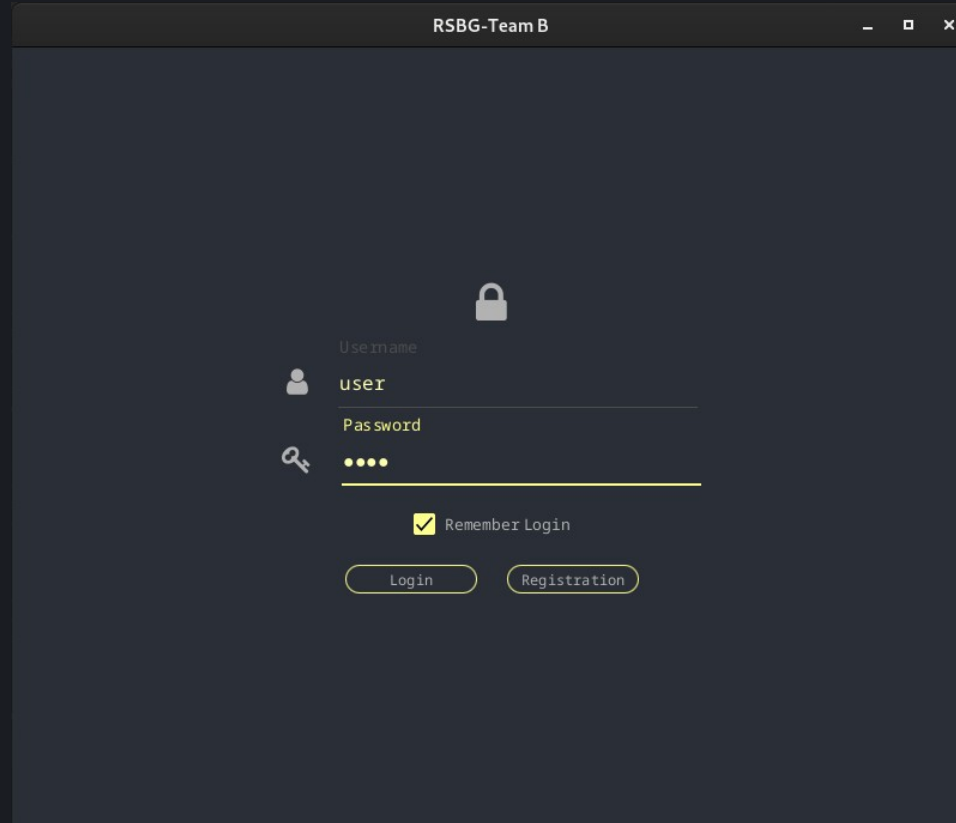
Username:

Password:

Hier könnte Ihre Fehlermeldung stehen

Register Login

# Final Mockup: Login



A mockup of a login form for 'RBSG-Team B'. The form is centered on a dark blue background. It features a lock icon at the top, followed by a 'Use name' label and a text input field containing 'user'. Below this is a 'Password' label and a text input field with four dots representing masked characters. To the left of the password field is a key icon. Below the password field is a checked checkbox labeled 'Remember Login'. At the bottom are two buttons: 'Login' and 'Registration'.

RBSG-Team B

Use name


user

Password

Remember Login

Login Registration

# First Mockup: Register



A mockup of a registration form. The form is centered on a white background. It consists of three input fields stacked vertically, each preceded by a label: 'Username:', 'Password:', and 'Confirm password:'. Below the input fields are two buttons: 'Cancel' on the left and 'Register' on the right. At the bottom of the form, there is a red text placeholder: 'Hier könnte Ihre Fehlermeldung stehen'. A small gear icon is located in the top right corner of the form area.

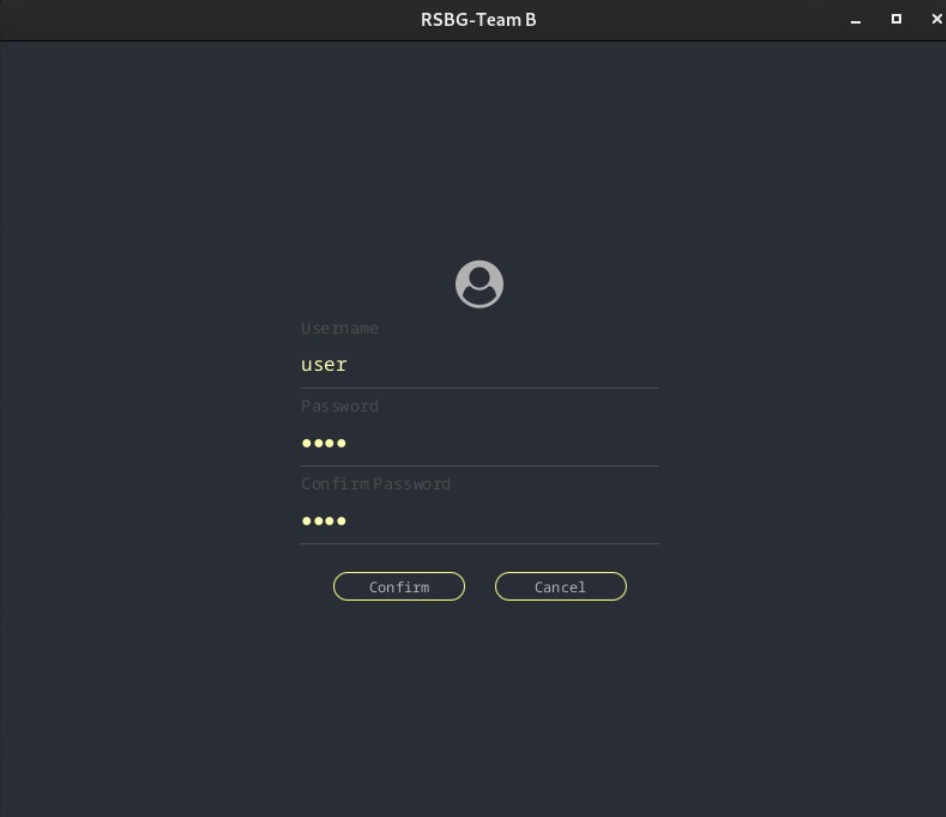
Username:

Password:


Confirm password:

Hier könnte Ihre Fehlermeldung stehen

# Final Mockup: Register

A dark-themed user registration form mockup. The window has a title bar 'RSBG-Team B' with standard window controls. The form is centered and contains a user icon, a 'Username' field with the value 'user', a 'Password' field with four dots, and a 'Confirm Password' field with four dots. At the bottom are 'Confirm' and 'Cancel' buttons.

RSBG-Team B



Username

user

Password

••••

Confirm Password

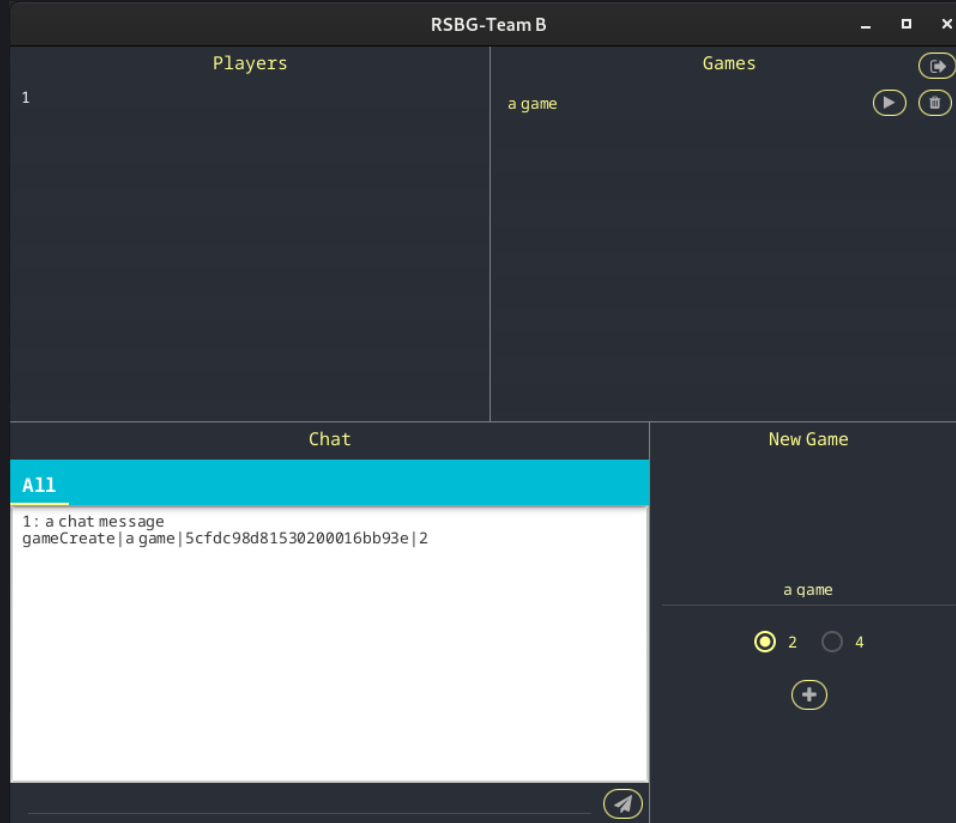
••••

Confirm Cancel

# First Mockup: Main

Players	Running games	
<div><div>Dargmuesli</div><div>RMY</div><div>SelfGamer</div><div>Julian</div><div>Patrick</div><div>Gain</div><div>Rohulla</div><div>Roofer</div><div>Hombr3</div><div>Deadbymidnigh</div><div>Clemens</div></div>	<div><div>RMY's game</div><div>SelfGamer's game</div></div>	
<div>All</div>	<div><div>All</div><div>Dargmüsli</div><div>Gain</div></div>	
<div>All</div>	<div><div>Server: <a href="#">Dargmüsli joined RMY's game</a></div><div>Dargmuesli: Ich bin der SM! Ihr seid nun meine Sklaven!</div><div>Patrick: Oh neeeeeeeeeeeeein :o</div></div>	<div>Servername: <input type="text"/></div> <div>Players: <input type="text"/></div> <div>Create game</div>

# Final Mockup: Main





# Eigene Features

# Projektablauf

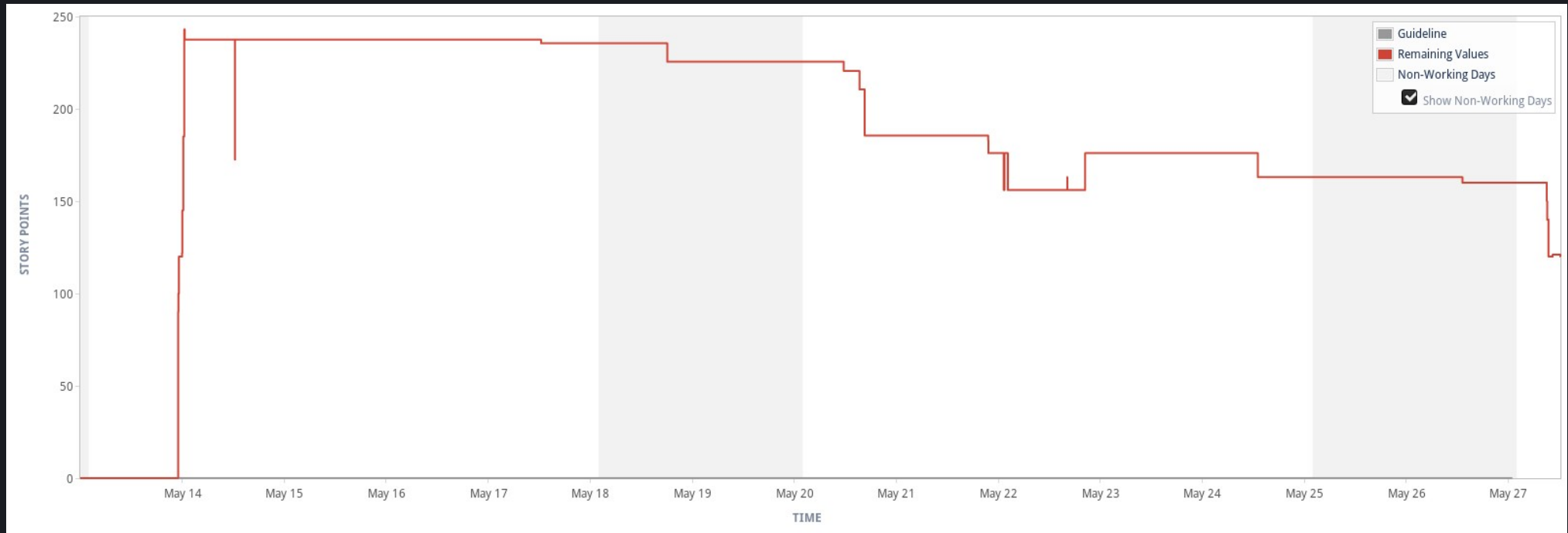
**Aufgabenfestlegung**

**Codequalität**

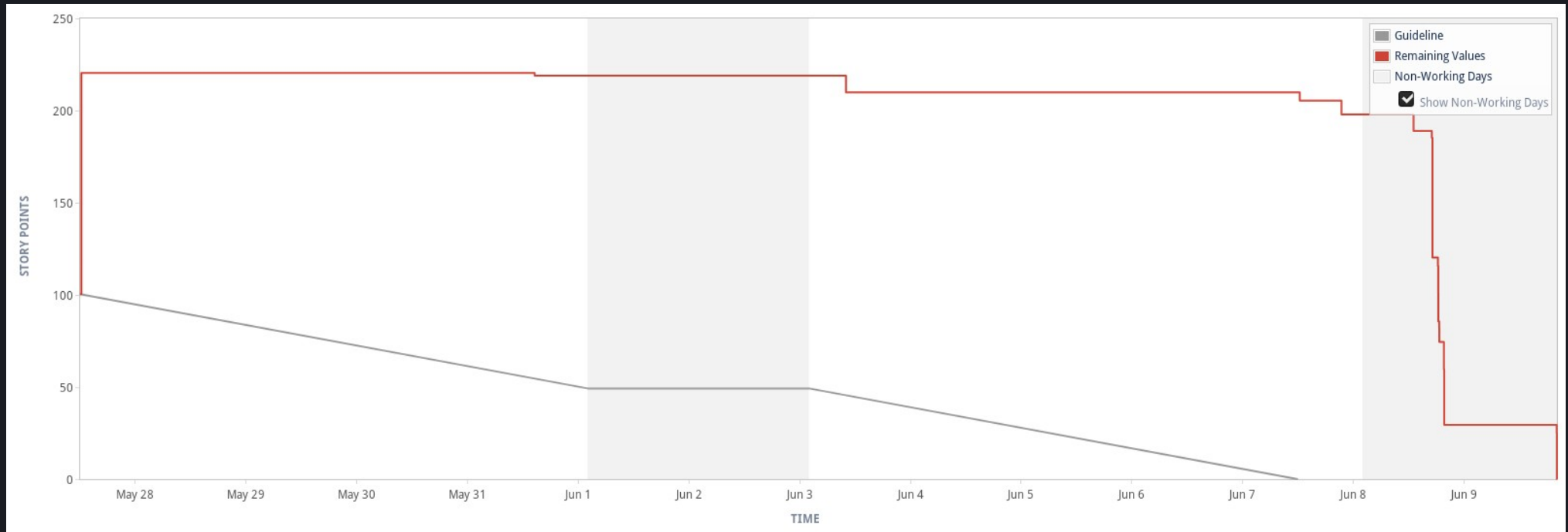
**Manpower**

**Höhere Gewalt**

# Burndown – Sprint 1



# Burndown – Sprint 2



# Technologien

# Live Demo