

RBSG – Release 1

Product Owner

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Developer

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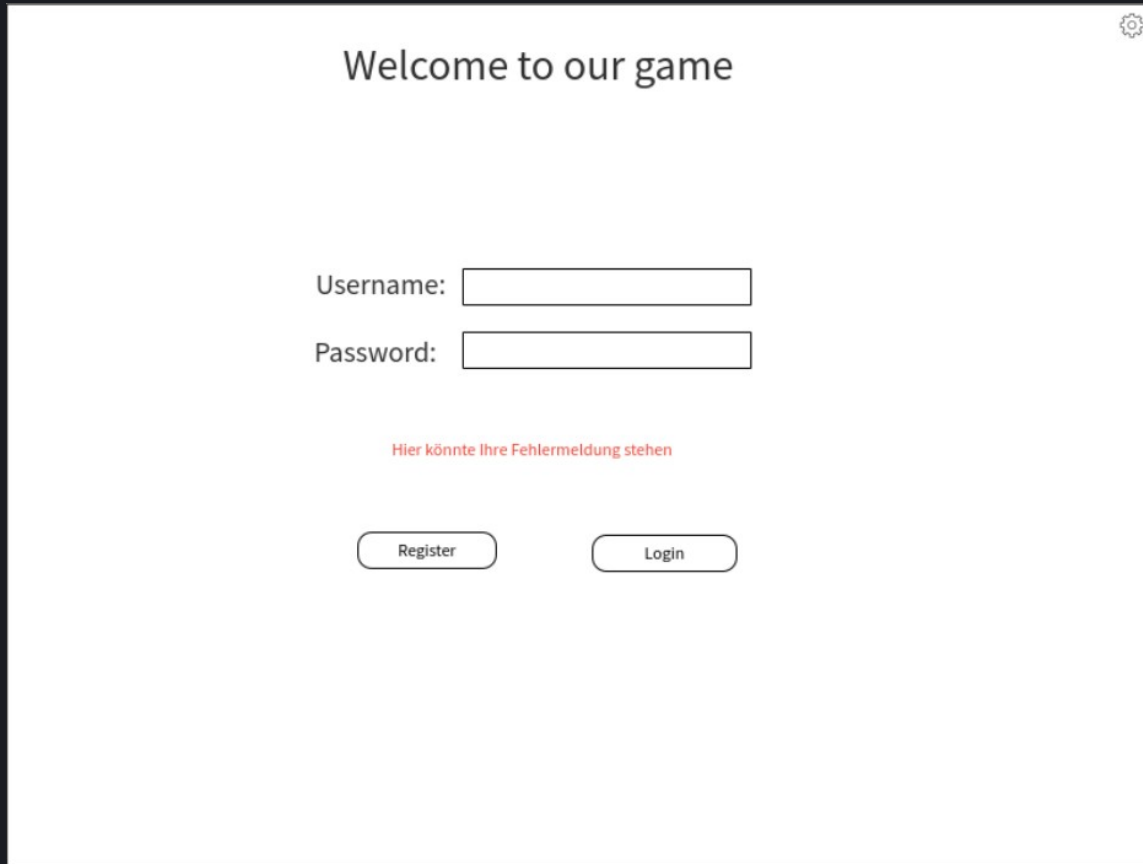
Vadim Simukov

Scrum Master

Jonas Thelemann

Mockup-Vergleich

First Mockup: Welcome



Welcome to our game

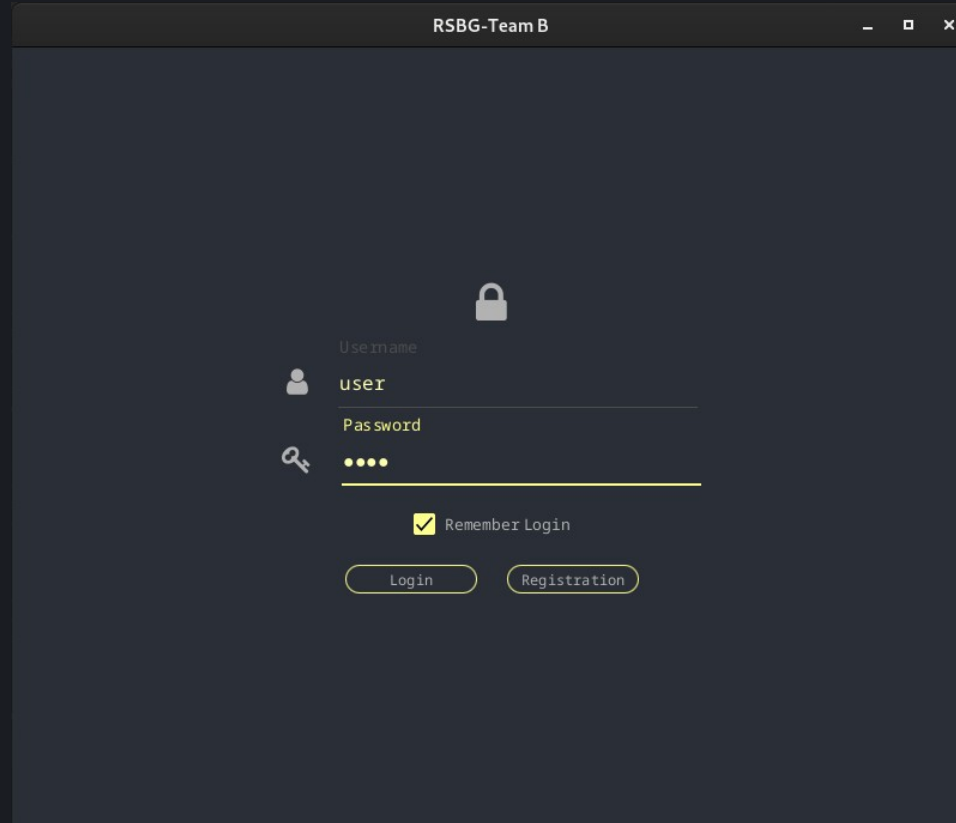
Username:

Password:

Hier könnte Ihre Fehlermeldung stehen

Register Login

Final Mockup: Login



A mockup of a login form displayed within a browser window titled "RSBG-Team B". The form is centered on a dark gray background. At the top of the form is a lock icon. Below it, the text "Use name" is followed by a user icon and the input field containing "user". Underneath, the text "Password" is followed by a key icon and a password field with four dots. A "Remember Login" checkbox is checked. At the bottom are two buttons: "Login" and "Registration".

RSBG-Team B

Use name

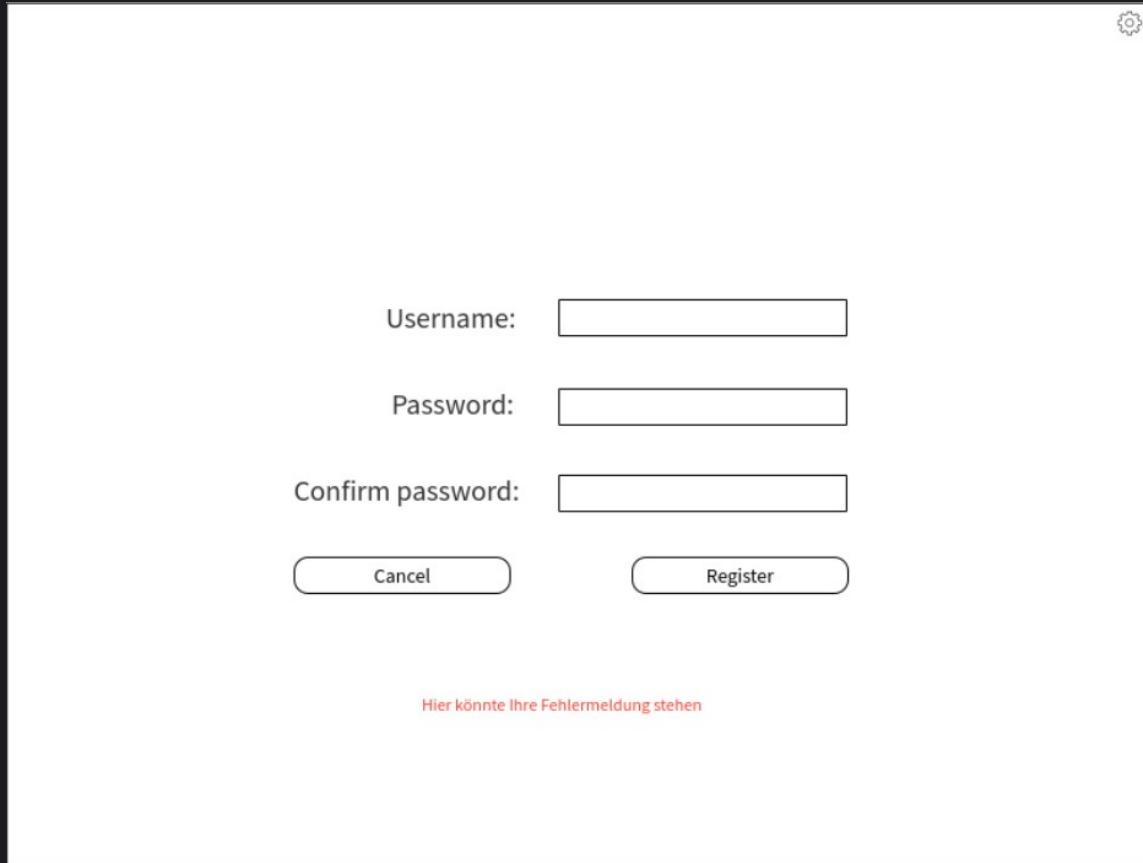
user

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.

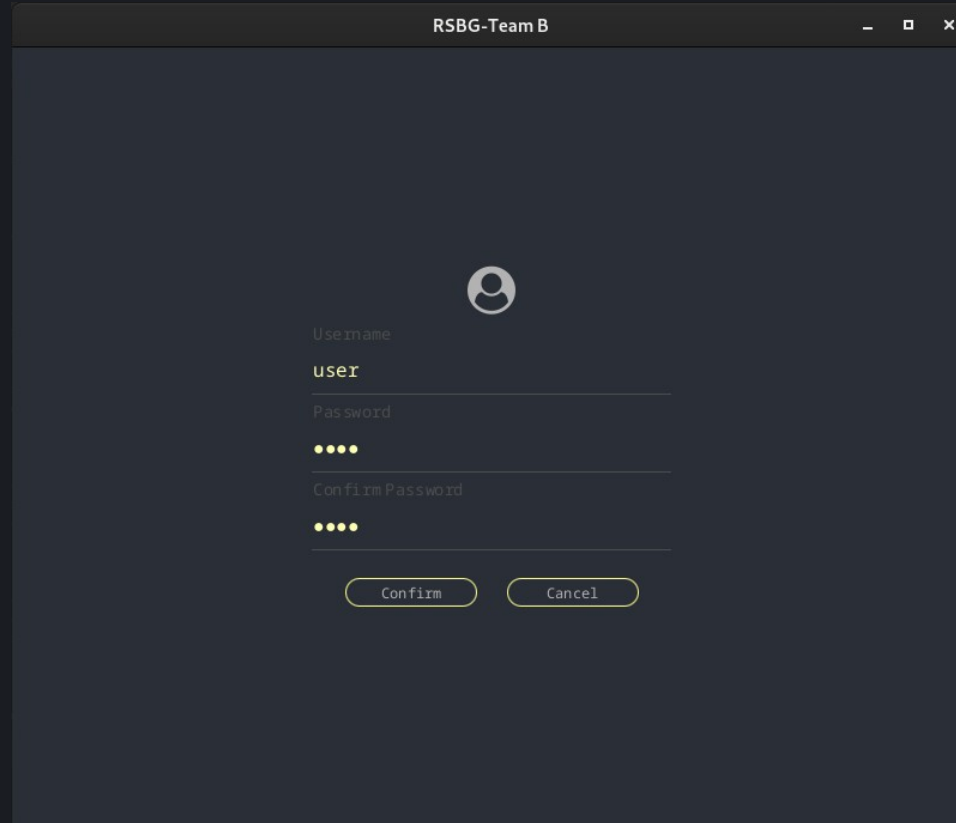
Username:

Password:

Confirm password:


Hier könnte Ihre Fehlermeldung stehen

Final Mockup: Register



A mockup of a registration form titled "RSBG-Team B" in a window. The form is centered on a dark gray background. It features a user icon placeholder, followed by three input fields: "Username" (containing "user"), "Password" (containing four dots), and "Confirm Password" (containing four dots). At the bottom are "Confirm" and "Cancel" buttons.

RSBG-Team B



Username

user

Password

....

Confirm Password

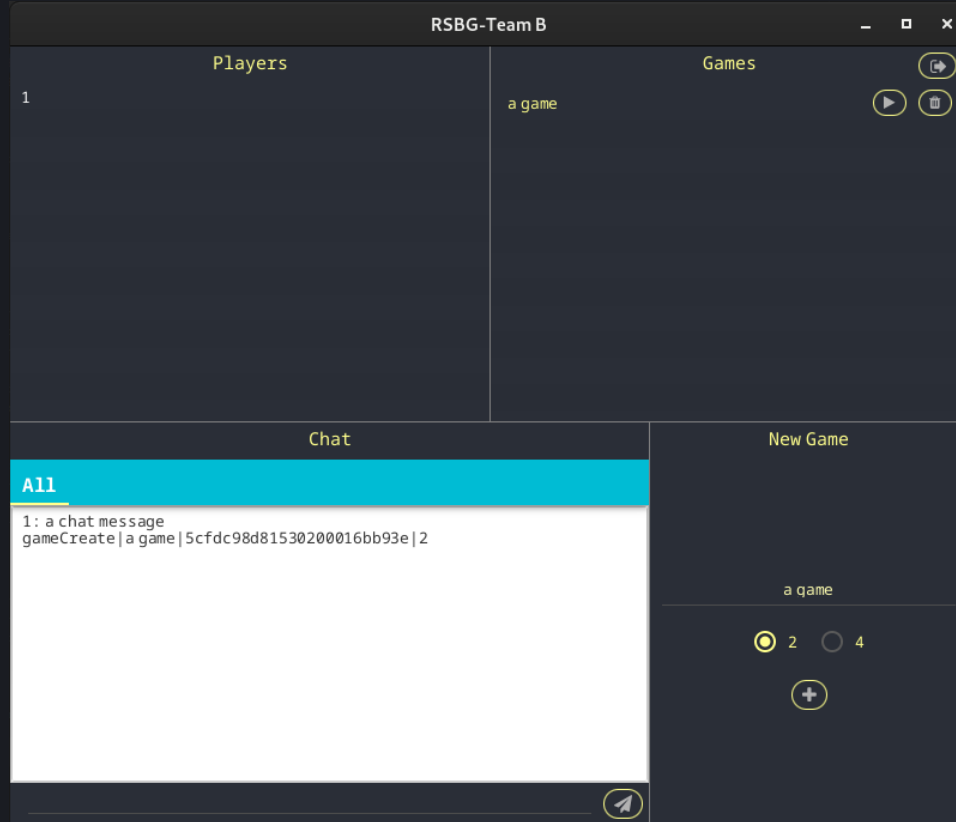
....

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>Deadbymidnight</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><div>Server: Dargmüsli joined RMY's game</div><div>Dargmuesli: Ich bin der SM! Ihr seid nun meine Sklaven!</div><div>Patrick: Oh neeeeeeeeeeeeein :o</div></div> <div><div>Servername: <input type="text"/></div><div>Players: <input type="text"/></div><div>Create game</div></div>
<div>All</div>	<div><div>All: <input type="text"/></div><div>Send</div></div>

Final Mockup: Main



Eigene Features

Projektablauf

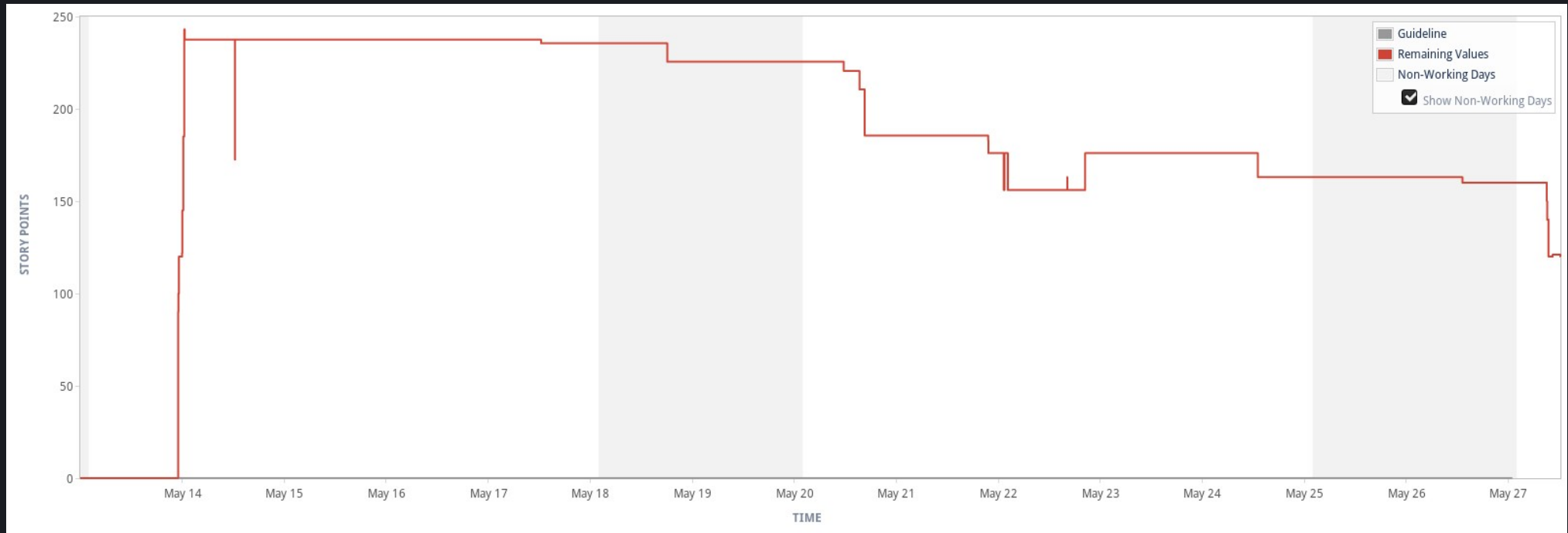
Aufgabenfestlegung

Codequalität

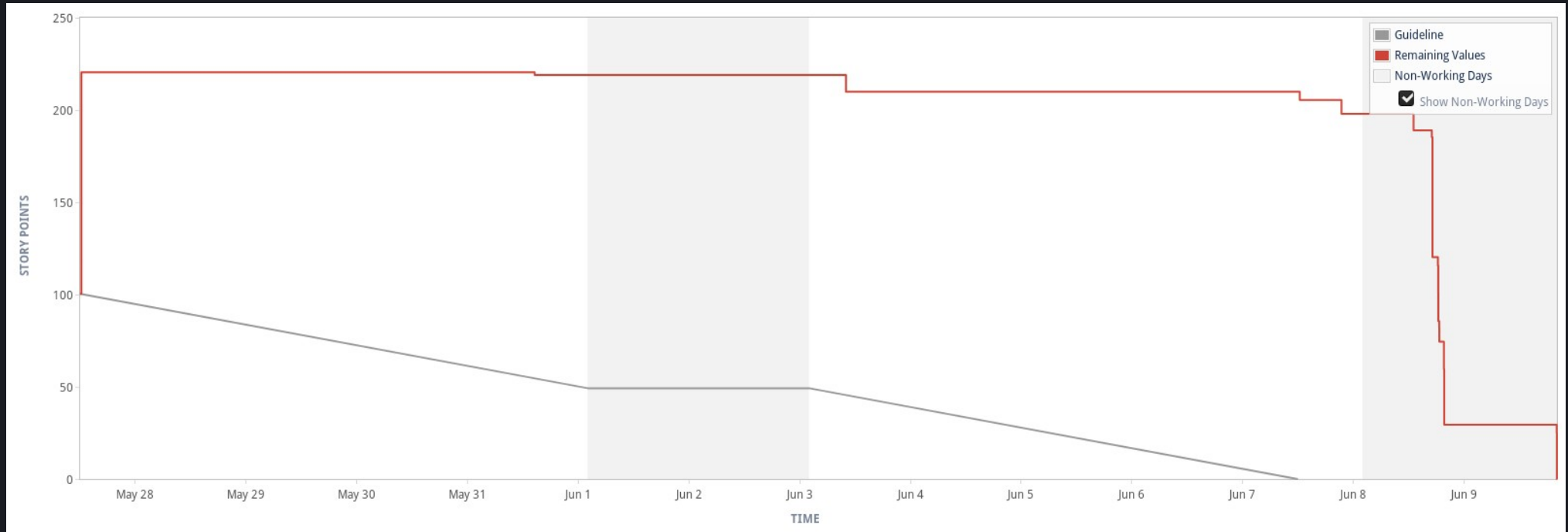
Manpower

Höhere Gewalt

Burndown – Sprint 1



Burndown – Sprint 2



Technologien



+



+

JFoenix 



+



+

checkstyle 

Live Demo