Documentation Sprint 1

1. Daniel

What did i do?

```
Manage the team
Help when needed
```

How did it go?

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This week, it was a bit hard for me to help because there was a problem with the communication.
I told my team, that i want the project done on Saturday eve and noone heard me...
So for the future the deadline is set to Saturday and on Sunday there is only time for some small
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2. Dominik

What did i do?

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In this week I remade the setup of the database and coded everything into a class as Daniel told
I also fixed the functions which are used to write the data into the database and query them.
I also installed XAMPP Control Panel to make the database global and linked the code to it.
Adding a user, checking if the user exists and adding a win to a user works perfectly.
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How did it go?

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It wasn't that hard to manage the task. I already knew how to code with pyalchemy because of last
The only problem was I started to code on Sunday but Daniel told us to be finished until Saturday
In the future I definitely try to be on time.
Overall, it went really well, I finished my task again in about 3 hours.
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3. Emanuel

What did i do?

I programmed the game window, which is consists of 2 10 x 10 fields of buttons for the ships.
There is also a section for statistics which haven't been defined jet.

How did it go?

It went pretty well but the main problem with qt is,
that if you change something about the window it doesn't just change what you wantet to change.
It sometimes also changes things that should have stayed the same.
It takes a lot of time to get everything to look like you want it to look.

4. Aleks

What did i do?

I did the lobby matchmaking system, which I included in my server code, where clients
can choose which player they want to play against (enter the name) and then start the
game (code for starting the game is not finished).

How did it go?

It went pretty well, but at first I had to think how the two clients could choose the
other client they want to play against and how to put them then in the same lobby, but
now it should work. Our codes are not properly implemented, so that the main game is not
running as it should. We have to work on our time management and communication.