

Programmierprojekt

22-Mar-2020

<http://>

Project manager

Janni, Guillaume, Rohan, Manuela, Alle

Project dates

03-Mar-2020 - 14-May-2020

Completion

0%

Tasks

50

Resources

5

Tasks

2

Name	Begin date	End date	Coordinator
Powerpoint erstellen	03/03/20	09/03/20	Alle
Einleitung/Organisation	03/03/20	09/03/20	Janni
Who? What? When? (advanced) 10 Have a detailed and well thought out project plan			
Who? What? When? 15 Project timeline and responsibilities			
Mockup	03/03/20	09/03/20	Janni
Mockup 5 Show a mockup of your game during the presentation			
Anforderungen	03/03/20	09/03/20	Guillaume
Server/Network	03/03/20	09/03/20	Rohan
Networking 10 Overview of the functionality of client and server			
Requirement Analysis 10 Overview of the software requirements (not required software)			
Spielregeln	03/03/20	09/03/20	Manuela
About a Game 20 Outline of the game with its goals, rules and mechanics			
About a Game (advanced) 5 Have a very clear and well thought out concept of your game			
Ahead of Schedule (Chat)	07/03/20	10/03/20	Guillaume
Chat 15 Client to client chat is working			
Präsentation Üben	11/03/20	11/03/20	Alle
Übungsstunde 02	11/03/20	11/03/20	Alle
- Client/Server Verbindung ? - Networkprotocoll ? - Ping-messages ? - Login ?			

Tasks

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Name	Begin date	End date	Coordinator
Meilenstein 1 <i>Präsentation MS 1</i> <hr/> <i>About a Game 20</i> <i>Outline of the game with its goals, rules and mechanics</i> <i>About a Game (advanced) 5</i> <i>Have a very clear and well thought out concept of your game</i> <i>Ahead of Schedule and Under Budget! 10</i> <i>You have already started producing relevant code for your project.</i> <i>Dear Diary 5</i> <i>Project diary exists and is readable</i> <i>Dear Diary (advanced) 5</i> <i>The diary has at least one meaningful entry</i> <i>Mockup 5</i> <i>Show a mockup of your game during the presentation</i> <i>Networking 10</i> <i>Overview of the functionality of client and server</i> <i>Requirement Analysis 10</i> <i>Overview of the software requirements (not required software)</i> <i>The Name of the Game 5</i> <i>Have a name for your game, ideally also for your group</i> <i>Who? What? When? 15</i> <i>Project timeline and responsibilities</i> <i>Who? What? When? (advanced) 10</i> <i>Have a detailed and well thought out project plan</i>	12/03/20	12/03/20	Alle
Server/Network Architektur <i>Grundaufbau Server / Client Struktur</i> <hr/> <i>Alle Informieren sich über die Grundlagen zB. mit dem Masterkurs Client_Server-Programmierung mit Java (gesendet)</i>	03/03/20	11/03/20	Alle
Übungsstunde 03	18/03/20	18/03/20	Alle

Tasks

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Name	Begin date	End date	Coordinator
Server/Client Communication <i>Call Me Bob 5</i> <i>Players can change their nicknames</i> <i>Chat 15</i> <i>Client to client chat is working</i> <i>Login 10</i> <i>Arbitrarily many clients can log on to the server</i> <i>Logout 5</i> <i>The server handles a client logout in a meaningful way</i> <i>Ping 10</i> <i>A ping message is regularly sent from server to client and processed meaningfully (connection losses are detected and handled)</i> <i>Pong 10</i> <i>A ping message is regularly sent from client to server and processed meaningfully (connection losses are detected and handled)</i> <i>Protocol Code 10</i> <i>The human-readable network protocol is defined and documented in the source code</i> <i>Protocol Validator 15</i> <i>Network protocol is being used correctly</i> <i>QA Concept 10</i> <i>Reasonable Software Quality concept</i> <i>bob_001 5</i> <i>The server assures that player nicknames are unique and changes duplicates in a consistent manner by assigning appropriate names</i> <i>whoami 5</i> <i>The client suggests a nickname based on the system username</i>	12/03/20	24/03/20	Alle
Netzwerkprotokoll <i>Protocol Code 10</i> <i>The human-readable network protocol is defined and documented in the source code</i>	12/03/20	18/03/20	Guillaume, Rohan
GitIgnore-File <i>There is a gitignore file containing entries relevant for major operating systems and the used tools</i>	10/03/20	13/03/20	Rohan
Protokoll Dokument <i>The human-readable network protocol is defined in a dedicated document</i>	19/03/20	22/03/20	Guillaume

Tasks

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Name	Begin date	End date	Coordinator
<p>Meilenstein 2</p> <p><i>.gitignore 5</i> There is a gitignore file containing entries relevant for major operating systems and the used tools</p> <p><i>/** ... */ 10</i> Source code is sufficiently documented</p> <p><i>3nc0d1ng ER2ÖR 15</i> Protocol and content is properly encoded, decoded and validated</p> <p><i>Call Me Bob 5</i> Players can change their nicknames</p> <p><i>Chat 15</i> Client to client chat is working</p> <p><i>Dear Diary 10</i> Project diary is up to date and filled with meaningful entries</p> <p><i>Login 10</i> Arbitrarily many clients can log on to the server</p> <p><i>Logout 5</i> The server handles a client logout in a meaningful way</p> <p><i>Ping 10</i> A ping message is regularly sent from server to client and processed meaningfully (connection losses are detected and handled)</p> <p><i>Pong 10</i> A ping message is regularly sent from client to server and processed meaningfully (connection losses are detected and handled)</p> <p><i>Protocol Code 10</i> The human-readable network protocol is defined and documented in the source code</p> <p><i>Protocol Document 10</i> The human-readable network protocol is defined in a dedicated document</p> <p><i>Protocol Validator 15</i> Network protocol is being used correctly</p> <p><i>QA Concept 10</i> Reasonable Software Quality concept</p> <p><i>bob_001 5</i> The server assures that player nicknames are unique and changes duplicates in a consistent manner by assigning appropriate names</p> <p><i>whoami 5</i> The client suggests a nickname based on the system username</p>	25/03/20	25/03/20	Alle
Übungsstunde 04	25/03/20	25/03/20	Alle

Tasks

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Name	Begin date	End date	Coordinator
Spiel Logik <i>Class: Game</i> - start() - Nr. of players() - termination() - winner() <i>Class: Player</i> - draw() - put() <i>Class: Card</i> - get() <i>Class: Pile</i> - shuffle()	26/03/20	07/04/20	Alle
Basic GUI <i>Karten designen</i> <i>Spielfeld designen</i> <i>Lounge designen</i>	08/04/20	14/04/20	Alle
Manual <i>Manual 10</i> <i>There is a manual which describes how the game is to be played</i>	26/03/20	29/03/20	Manuela
Outline <i>About a Game 5</i> <i>Outline of the game with its goals, rules and mechanics</i>	30/03/20	02/04/20	Manuela
Spielkarten GUI	03/04/20	14/04/20	Manuela
Protokoll Dokument <i>Protocol Document 5</i> <i>The definition of the network protocol in the external document is up to date</i>	26/03/20	30/03/20	Guillaume
Spielfeld GUI	31/03/20	14/04/20	Guillaume
Wie läuft's? <i>Progress Report 15</i> <i>How things are going - project timeline and responsibilities, changes and problems</i>	26/03/20	27/03/20	Janni
Projektplan überarbeiten <i>Who? What? When? 10</i> <i>Update and adjust your project plan for milestones 4 and 5</i>	28/03/20	29/03/20	Janni
Chat GUI <i>GUI 15</i> <i>The chat is available via a basic GUI</i>	30/03/20	14/04/20	Janni

Tasks

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Name	Begin date	End date	Coordinator
QA Document	26/03/20	29/03/20	Rohan
<i>QA 10</i> <i>Present your QA measures which can also be found in the updated document</i>			
<i>QA (advanced) 10</i> <i>Have a well thought out and detailed written QA concept and a solid and realistic plan on how to implement it. If possible, have a first result of your metrics.</i>			
Lounge GUI	30/03/20	14/04/20	Rohan
<i>QA 10</i> <i>Present your QA measures which can also be found in the updated document</i>			
<i>QA (advanced) 10</i> <i>Have a well thought out and detailed written QA concept and a solid and realistic plan on how to implement it. If possible, have a first result of your metrics.</i>			
Übungsstunde 05	01/04/20	01/04/20	Alle
Übungsstunde 06	08/04/20	08/04/20	Alle
Übungsstunde 07	15/04/20	15/04/20	Alle

Tasks

Name	Begin date	End date	Coordinator
Meilenstein 3	16/04/20	16/04/20	Alle

Tasks

Name	Begin date	End date	Coordinator
<p><i>/** ... */ 10</i> <i>Source code is sufficiently documented</i></p> <p><i>About a Game 5</i> <i>Outline of the game with its goals, rules and mechanics</i></p> <p><i>Broadcast 5</i> <i>Broadcast to all clients across all games and lobbies is working and has a dedicated command</i></p> <p><i>Build Script 5</i> <i>The build script succeeds and produces an executable jar & javadoc for the task "build-cs108"</i></p> <p><i>Command Line 5</i> <i>Command line parameters are parsed correctly: (client <hostaddress>:<port> [<username>] server <port>)</i></p> <p><i>Dear Diary 10</i> <i>Project diary is up to date and filled with meaningful entries</i></p> <p><i>Demo! 10</i> <i>Present a working prototype of the game in the presentation</i></p> <p><i>GUI 15</i> <i>The chat is available via a basic GUI</i></p> <p><i>Game List 5</i> <i>There is a way to list open, ongoing as well as finished games. Their status is indicated</i></p> <p><i>Game Logic 25</i> <i>The main logic of the game as well as its fundamental mechanics are present and the game is playable</i></p> <p><i>Game State 10</i> <i>Game state is kept on server</i></p> <p><i>Librarian 10</i> <i>Use at least one external library besides JUnit. JavaFX does not count as an external library.</i></p> <p><i>Lounging 10</i> <i>Have support for multiple lobbies (one per game) with their respective internal chats</i></p> <p><i>Player List 5</i> <i>There is a way to list all players currently connected to the server</i></p> <p><i>Progress Report 15</i> <i>How things are going - project timeline and responsibilities, changes and problems</i></p> <p><i>Protocol Code 10</i> <i>Network protocol is completely defined and documented in source code</i></p> <p><i>Protocol Document 5</i> <i>The definition of the network protocol in the external document is up to date</i></p> <p><i>QA 10</i> <i>Present your QA measures which can also be found in the updated document</i></p>			

Tasks

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Name	Begin date	End date	Coordinator
<p><i>QA (advanced) 10</i> <i>Have a well thought out and detailed written QA concept and a solid and realistic plan on how to implement it. If possible, have a first result of your metrics.</i></p> <p><i>Rules to Code 5</i> <i>How is the gamestate and game logic represented in the code</i></p> <p><i>Shall We Play a Game 30</i> <i>Present a working prototype of the game logic in the exercise slot by playing the game (Terminal or GUI)</i></p> <p><i>Technology! 10</i> <i>Describe tools, libraries and processes which you use that are not introduced in the lecture and why you use them</i></p> <p><i>Whisper 5</i> <i>Whisper-chat between two clients is working</i></p> <p><i>Who? What? When? 10</i> <i>Update and adjust your project plan for milestones 4 and 5</i></p>			
Übungsstunde 08	22/04/20	22/04/20	Alle
Unit Tests	16/04/20	26/04/20	Rohan
<p><i>Unit-Test 5</i> <i>All relevant features of a core component of your game are tested</i></p> <p><i>Unit-Test (advanced) 15</i> <i>Unit-Tests are sufficient and meaningful</i></p>			
Full GUI	16/04/20	28/04/20	Alle
<p><i>Verfeinerung Design</i> <i>Drag n Drop</i> <i>Geometrie (Perspektive)</i></p>			
Gradle Tests	29/04/20	06/05/20	Alle
Feinschliff	07/05/20	13/05/20	Alle
Testing	29/04/20	13/05/20	Alle
Meilenstein 4	29/04/20	29/04/20	Alle
<p><i>Full GUI:</i> <i>Card Design,</i> <i>Spielfeld design,</i> <i>Animationen,</i> <i>Drag & Drop methods,</i> <i>geometry,</i> <i>Chatroom verschönern</i></p>			
Übungsstunde 09	29/04/20	29/04/20	Alle

Tasks

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Name	Begin date	End date	Coordinator
Dokumentation Programmarchitektur <i>Architecture 15</i> <i>Have documentation outlining the overall program architecture</i>	29/04/20	02/05/20	Rohan
Gameplay Video <i>Twitchy 5</i> <i>Have a representative video showing somewhere between 20 seconds and 2 minutes of gameplay</i>	03/05/20	03/05/20	Rohan
Logo Designen <i>Architecture 15</i> <i>Have documentation outlining the overall program architecture</i>	29/04/20	30/04/20	Janni
QA Bericht <i>QA Report 15</i> <i>QA report with goals, methods and results</i> <i>QA Report (advanced) 15</i> <i>Detailed and relevant analysis of QA measures over time, discussion of results, well-written report</i>	01/05/20	03/05/20	Janni
How to play <i>Manual 10</i> <i>There is a manual which describes how the game is to be played</i>	29/04/20	30/04/20	Manuela
Netzwerkprotokoll <i>Protocol Code 5</i> <i>Final version of network protocol is completely defined and documented in source code</i> <i>Protocol Document 5</i> <i>The final version of the network protocol is current in external documentation</i>	01/05/20	03/05/20	Manuela
Übungsstunde 10	06/05/20	06/05/20	Alle
Meilenstein 5 <i>Feinschliff</i>	14/05/20	14/05/20	Alle

Resources

Name	Default role
Janni	project manager
Guillaume	project manager
Rohan	project manager
Manuela	project manager
Alle	project manager

Gantt Chart



