Programmierprojekt

Projekt Manager	Janni, Guillaume, Rohan, Manuela, Alle
Projektbeginn/ende	03.03.2020 - 14.05.2020
Fortschritt	24%
Vorgänge	50
Ressourcen	5

Vorgänge

Vorgang	Anfang	Ende	Verantwortlich
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 ?

Vorgänge

Vorgang	Anfang	Ende	Verantwortlich
Meilenstein 1	12.03.20	12.03.20	Alle

Präsentation MS 1

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 and Under Budget! 10
You have already started producing relevant code for your project.

Dear Diary 5
Project diary exists and is readable

Dear Diary (advanced) 5
The diary has at least one meaningful entry

Mockup 5
Show a mockup of your game during the presentation

Networking 10
Overview of the functionality of client and server

Requirement Analysis 10
Overview of the software requirements (not required software)

The Name of the Game 5
Have a name for your game, ideally also for your group

Who? What? When? 15
Project timeline and responsibilities

Who? What? When? (advanced) 10
Have a detailed and well thought out project plan

Vorgang	Anfang	Ende	Verantwortlich
Server/Network Architektur	03.03.20	11.03.20	Alle

Grundaufbau Server / Client Struktur
- -
Alle Informieren sich über die Grundlagen zB. mit dem
Masterkurs Client_Server-Programmierung mit Java (gesendet)

Vorgang	Anfang	Ende	Verantwortlich
Übungsstunde 03	18.03.20	18.03.20	Alle

Vorgänge

Vorgang	Anfang	Ende	Verantwortlich
Server/Client Communication	12.03.20	24.03.20	Guillaume

Call Me Bob 5
Players can change their nicknames

Chat 15
Client to client chat is working

Login 10
Arbitrarily many clients can log on to the server

Logout 5
The server handles a client logout in a meaningful way

Ping 10
A ping message is regularly sent from server to client and processed meaningfully (connection losses are detected and handled)

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A ping message is regularly sent from client to server and processed meaningfully (connection losses are detected and handled)

Protocol Code 10
The human-readable network protocol is defined and documented in the source code

Protocol Validator 15
Network protocol is being used correctly

QA Concept 10
Reasonable Software Quality concept

bob_001 5
The server assures that player nicknames are unique and changes duplicates in a consistent manner by assigning appropriate names

whoami 5
The client suggests a nickname based on the system username

Vorgang	Anfang	Ende	Verantwortlich
Netzwerkprotokoll	12.03.20	18.03.20	Guillaume, Rohan

Protocol Code 10
The human-readable network protocol is defined and documented in the source code

Vorgang	Anfang	Ende	Verantwortlich
GitIgnore-File	10.03.20	13.03.20	Rohan

There is a gitignore file containing entries relevant for major operating systems and the used tools

Vorgang	Anfang	Ende	Verantwortlich
Protokoll Dokument	19.03.20	22.03.20	Guillaume

The human-readable network protocol is defined in a dedicated document

Vorgänge

Vorgang	Anfang	Ende	Verantwortlich
Meilenstein 2	25.03.20	25.03.20	Alle

.gitignore 5
There is a gitignore file containing entries relevant for major operating systems and the used tools

/** ... */ 10
Source code is sufficiently documented

3nc0d1ng ER2ÖR 15
Protocol and content is properly encoded, decoded and validated

Call Me Bob 5
Players can change their nicknames

Chat 15
Client to client chat is working

Dear Diary 10
Project diary is up to date and filled with meaningful entries

Login 10
Arbitrarily many clients can log on to the server

Logout 5
The server handles a client logout in a meaningful way

Ping 10
A ping message is regularly sent from server to client and processed meaningfully (connection losses are detected and handled)

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Vorgang	Anfang	Ende	Verantwortlich
Übungsstunde 04	25.03.20	25.03.20	Alle

Vorgänge

Vorgang	Anfang	Ende	Verantwortlich
Spiel Logik	16.03.20	03.04.20	Rohan

Class: Game
- start()
- Nr. of players()
- termination()
- winner()
Class: Player
- draw()
- put()
Class: Card
- get()
Class: Pile
- shuffle()

Basic GUI	21.03.20	07.04.20	Janni

Karten designen
Spielfeld designen
Lounge designen

Manual	26.03.20	29.03.20	Manuela

Manual 10
There is a manual which describes how the game is to be played

Outline	30.03.20	02.04.20	Manuela

About a Game 5
Outline of the game with its goals, rules and mechanics

Spielkarten GUI	03.04.20	14.04.20	Manuela
Protokoll Dokument	21.03.20	22.03.20	Guillaume

Protocol Document 5
The definition of the network protocol in the external document is up to date

Spielfeld GUI	21.03.20	29.03.20	Janni
Wie läufts?	26.03.20	27.03.20	Janni

Progress Report 15
How things are going - project timeline and responsibilities, changes and problems

Projektplan überarbeiten	28.03.20	29.03.20	Janni

Who? What? When? 10
Update and adjust your project plan for milestones 4 and 5

Chat GUI	30.03.20	14.04.20	Janni

GUI 15
The chat is available via a basic GUI

Vorgänge

Vorgang	Anfang	Ende	Verantwortlich
QA Document	26.03.20	29.03.20	Rohan

QA 10
Present your QA measures which can also be found in the updated document

QA (advanced) 10
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.

Lounge GUI	30.03.20	14.04.20	Rohan

QA 10
Present your QA measures which can also be found in the updated document

QA (advanced) 10
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.

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

Vorgänge

Vorgang	Anfang	Ende	Verantwortlich
Meilenstein 3	16.04.20	16.04.20	Alle

Vorgänge

Vorgang	Anfang	Ende	Verantwortlich

*/** ... */ 10*
Source code is sufficiently documented

About a Game 5
Outline of the game with its goals, rules and mechanics

Broadcast 5
Broadcast to all clients across all games and lobbies is working and has a dedicated command

Build Script 5
The build script succeeds and produces an executable jar & javadoc for the task "build-cs108"

Command Line 5
Command line parameters are parsed correctly: (client <hostadress>:<port> [<username>] | server <port>)

Dear Diary 10
Project diary is up to date and filled with meaningful entries

Demo! 10
Present a working prototype of the game in the presentation

GUI 15
The chat is available via a basic GUI

Game List 5
There is a way to list open, ongoing as well as finished games. Their status is indicated

Game Logic 25
The main logic of the game as well as its fundamental mechanics are present and the game is playable

Game State 10
Game state is kept on server

Librarian 10
Use at least one external library besides JUnit. JavaFX does not count as an external library.

Lounging 10
Have support for multiple lobbies (one per game) with their respective internal chats

Player List 5
There is a way to list all players currently connected to the server

Progress Report 15
How things are going - project timeline and responsibilities, changes and problems

Protocol Code 10
Network protocol is completely defined and documented in source code

Protocol Document 5
The definition of the network protocol in the external document is up to date

Vorgänge

Vorgang	Anfang	Ende	Verantwortlich

QA 10
Present your QA measures which can also be found in the updated document

QA (advanced) 10
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.

Rules to Code 5
How is the gamestate and game logic represented in the code

Shall We Play a Game 30
Present a working prototype of the game logic in the exercise slot by playing the game (Terminal or GUI)

Technology! 10
Describe tools, libraries and processes which you use that are not introduced in the lecture and why you use them

Whisper 5
Whisper-chat between two clients is working

Who? What? When? 10
Update and adjust your project plan for milestones 4 and 5

Vorgang	Anfang	Ende	Verantwortlich
Übungsstunde 08	22.04.20	22.04.20	Alle
Unit Tests	16.04.20	26.04.20	Rohan

Unit-Test 5
All relevant features of a core component of your game are tested

Unit-Test (advanced) 15
Unit-Tests are sufficient and meaningful

Full GUI	16.04.20	28.04.20	Alle

Verfeinerung Design
Drag n Drop
Geometrie (Perspektive)

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

Full GUI:
 Card Design,
Spielfeld design,
Animationen,
 Drag & Drop methods,
geometry,
Chatroom verschönern

Vorgänge

Vorgang	Anfang	Ende	Verantwortlich
Übungsstunde 09	29.04.20	29.04.20	Alle
Dokumentation Programmarchitektur	29.04.20	02.05.20	Rohan

Architecture 15
Have documentation outlining the overall program architecture

Gameplay Video	03.05.20	03.05.20	Rohan

Twitchy 5
Have a representative video showing somewhere between 20 seconds and 2 minutes of gameplay

Logo Designen	29.04.20	30.04.20	Janni

Architecture 15
Have documentation outlining the overall program architecture

QA Bericht	01.05.20	03.05.20	Janni

QA Report 15
QA report with goals, methods and results

QA Report (advanced) 15
Detailed and relevant analysis of QA measures over time, discussion of results, well-written report

How to play	29.04.20	30.04.20	Manuela

Manual 10
There is a manual which describes how the game is to be played

Netzwerkprotokoll	01.05.20	03.05.20	Manuela

Protocol Code 5
Final version of network protocol is completely defined and documented in source code

Protocol Document 5
The final version of the network protocol is current in external documentation

Übungsstunde 10	06.05.20	06.05.20	Alle
Meilenstein 5	14.05.20	14.05.20	Alle

Feinschliff

Ressourcen

Ressource	Rolle
Janni	Projekt Manager
Guillaume	Projekt Manager
Rohan	Projekt Manager
Manuela	Projekt Manager
Alle	Projekt Manager

Gantt-Diagramm

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Präsentation Üben	11.03.20	11.03.20	Alle
Übungsstunde 02	11.03.20	11.03.20	Alle
Meilenstein 1	12.03.20	12.03.20	Alle
Server/Network Architektur	03.03.20	11.03.20	Alle
Übungsstunde 03	18.03.20	18.03.20	Alle
Server/Client Communication	12.03.20	24.03.20	Guillaume
Netzwerkprotokoll	12.03.20	18.03.20	Guillaume, Rohan
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Protokoll Dokument	19.03.20	22.03.20	Guillaume
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Übungsstunde 04	25.03.20	25.03.20	Alle
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Übungsstunde 07	15.04.20	15.04.20	Alle
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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
Übungsstunde 09	29.04.20	29.04.20	Alle
Dokumentation Programmarchitekt...	29.04.20	02.05.20	Rohan
Gameplay Video	03.05.20	03.05.20	Rohan
Logo Designen	29.04.20	30.04.20	Janni
QA Bericht	01.05.20	03.05.20	Janni
How to play	29.04.20	30.04.20	Manuela
Netzwerkprotokoll	01.05.20	03.05.20	Manuela
Übungsstunde 10	06.05.20	06.05.20	Alle
Meilenstein 5	14.05.20	14.05.20	Alle

Ressourcendiagramm

Ressource	Rolle
Janni	Projekt Ma...
Guillaume	Projekt Ma...
Rohan	Projekt Ma...
Manuela	Projekt Ma...
Alle	Projekt Ma...