

Project schedule progress.

Group no 3.

Group leader: Paweł Michna.

Group members: Paweł Michna, Paweł Peregud

Technology: Erlang

Methodology: Agile

Week number	N° of hours/ person	Paweł Michna	Paweł Peregud
2	3 + 12	Player/Server communication: "hello world", protocol parsing DONE	Server/GM communication: "hello world", protocol parsing.
3	3 + 7	Player: game data structures, playing game NOT DONE - turned out that it is more practical to implement protocol handling first	Logging, project structure, makefiles, releases
4	3 + 7	Player: registration as player at Server, game specific protocol handling DONE	Server/GM: protocol command execution and error handling
5	3 + 7	Player: game life cycle, commands sending and receiving NOT DONE: game life cycle - commands sending and receiving took more time than was planned DONE: commands sending and receiving	GM: registration and capabilities announcement; Server: client and game registration
6	3 + 5	Player: Championship mode	Server: game life cycle, championship
7	3 + 4	Player: game AI	Server: game commands proxying;

			GM: protocol parsing - game commands
8	3 + 3	Player: state updates	GM: game state updates, winning condition detection, game specific error handling

Summary of hours:

Paweł Michna: 21h during classes + 45h at home

Paweł Peregud: 21h during classes + 45h at home