Meilenstein 3 Responsibilities

Process:

* Source code is sufficiently documented (2) Alle

Product:

* Broadcast to all clients
* ~~Build script produces jar, Javadoc~~ Meipei
* ~~Command line parameter parsed correctly~~ Adrian
* ~~Chat-GUI~~ – Mei, Anna
* Game list (open, ongoing, finished
* Game logic (fundamental mechanics, playable) ) Adrian, Johannes
  + Panel
  + Game start screen
* Game state on server Johannes
* ~~Score~~ Adrian
* ~~Manual Game~~ Anna
* ~~Player List~~ Meipei
* ~~Network protocol completely defined and documented in source code~~ Johannes
* ~~Definition of the network protocol complete~~ Adrian, Johannes
* ~~Which technologies and libraries and why~~ - Alle
* ~~Whisper chat~~ -Mei
* ~~Display/Implement/Protocol~~ Alle

Presentation:

* Outline of Game
* Progress report
* Networking communication overview
* Description Quality Assurance measures
* Rules to code -Alle
* Present a working prototype of the game logic in the presentation-Alle

Present a working prototype of the game logic in the exercise slot by playing the game- Alle

* Project timeline and responsibilities, changes, problems - Anna