

Gruppenmitglied	Montag, 20.09	Dienstag, 21.09	Mittwoch, 22.09	Donnerstag, 23.09	Freitag, 24.09	Montag, 27.09	Dienstag, 28.09	Mittwoch, 29.09	Donnerstag, 30.09	Freitag, 01.09
<b>Felix</b>	Commands	Active Abilities	Cards Active Abilities	Finish first implementation First Unit tests	Make necessary changes and additions Continue testing and debugging	Check for completeness More complicated unit tests	Check for compliance with specification First simple system tests	Continue testing and debugging	Continue testing and debugging	Finishing touches
<b>Philip</b>	Commands	Visitors	Modifiers	Finish first implementation First Unit tests	Make necessary changes and additions Continue testing and debugging	Check for completeness More complicated unit tests	Check for compliance with specification First simple system tests	Continue testing and debugging	Continue testing and debugging	Finishing touches
<b>Niklas</b>	Server implementation (Phases)	Server implementation (Receiving Commands)	Server implementation (Sending Events)	Finish Server Json-Parser	Make necessary changes and additions Continue testing and debugging	Check for completeness More complicated unit tests	Check for compliance with specification First simple system tests	Continue testing and debugging	Continue testing and debugging	Finishing touches
<b>Khue</b>	Game	Player	Crisis	Finish first implementation First Unit tests	Make necessary changes and additions Continue testing and debugging	Check for completeness More complicated unit tests	Check for compliance with specification First simple system tests	Continue testing and debugging	Continue testing and debugging	Finishing touches
<b>Clara</b>	Game	Character Colony	Location	Finish first implementation First Unit tests	Make necessary changes and additions Continue testing and debugging	Check for completeness More complicated unit tests	Check for compliance with specification First simple system tests	Continue testing and debugging	Continue testing and debugging	Finishing touches

	Implementation of a first working prototype
	Finishing Implementation, first tests
	Final testing and debugging, dealing with arising issues