ID	Name
16	Milestone 1
17	Milestone 2
90	Milestone 3
91	Milestone 4
92	Milestone 5
19	PROCESS (M1-5): Code Documentation (All)
32	PROCESS (M1-5): Software Quality Concept (...
31	PROCESS (M1-5): Diary (A)
27	▾ PROCESS (M1-5): Project Plan (A)
28	PROCESS: First Project Plan
29	PROCESS: Update Project Plan
25	▾ PROCESS (M1-5): Networking Overview (D/L)
26	PROCESS: First Networking Overview
30	PROCESS: Update Networking Overview
33	PRODUCT (M1-5): .gitignore (All)
34	▾ PRODUCT (M1-5): Gradle Build Script (All)
87	PRODUCT (M1-5): External Libaries Manag...
53	PRODUCT (M1-5): Use +2 External Libaries (...
71	PRODUCT (M1-5): Perfect Timing (All)
68	PRODUCT (M3-5): Written Manual (All)
63	PRODUCT (M3-5): Support Multiple Lobbies (...
86	PRODUCT (M3-5): Arbitrary Many Clients Ca...
55	PRODUCT (M3-5): Command Line Paramters ...
74	PRODUCT (M4-5): High Score List (A/R)
24	PROCESS (M1): Name of Game (All)
1	PROCESS (M1): About a Game (L)
69	PROCESS (M4): 5 out of 7 (All)
70	PROCESS (M4): Peer Precision (All)
79	PROCESS (M4): Archiving Outreach (All)
7	PRODUCT (M1): Meaningful Code aka Ping-P...
46	PRODUCT (M1): Meaningful Code aka Profile...
35	PRODUCT (M2): Encoding Error (D/L)
36	PRODUCT (M2): Ping Pong (D/L)
37	PRODUCT (M2): Protocol Code (D/L)
38	PRODUCT (M2): Protocol Document (D/L)
39	PRODUCT (M2): Protocol Validator (D/L)
40	PRODUCT (M2): Call Me Bob (A/D)
41	PRODUCT (M2): Uniqueness of Nickname (A/D)
42	PRODUCT (M2): Nickname Suggestions (A/D)
43	PRODUCT (M2): Chat (A/D)
44	PRODUCT (M2): Login (A/D)
45	PRODUCT (M2): Logout (A/D)
60	PRODUCT (M2): Raw Game Logic is Availabl...
64	PRODUCT (M2): Check Requirements M3-5
54	PRODUCT (M3): Broadcast All Clients (D/L)
56	PRODUCT (M3): Protocol Code (D/L)
57	PRODUCT (M3): Protocol Document (D/L)
58	PRODUCT (M3): Basic Chat-GUI (D/L)
67	PRODUCT (M3): Whisper-Chat (A/R)
59	PRODUCT (M3): Game Logic is Presentable a...
62	PRODUCT (M3): Game State on Server (A/R)
61	PRODUCT (M3): Game List (A/R)
65	PRODUCT (M3): Lounging List (A/R)
66	PRODUCT (M3): Player List (A/R)
72	PRODUCT (M3): Check Requirements M4-5
76	PRODUCT (M4): GUI + advanced (A/R)
73	PRODUCT (M4): Winner Determination (A/R)
75	PRODUCT (M4): Rules of Game Checked + E...
89	PRODUCT (M4): Check Requirements M5
80	PRODUCT (M5): Presentable Screenshots (All)
88	PRODUCT (M5): Twitchy Video of Game Play ...
81	PRODUCT (M5): Final Protocol Code (D/L)
82	PRODUCT (M5): Final Protocol Document (D/L)
85	PRODUCT (M5): Arbitrary Many Clients Can L...
83	PRODUCT (M5): Working GUI (D/L)
84	PRODUCT (M5): Fully Playable Game Logic (...
6	▾ PRESENTATION (M1)
13	Requirement Analysis (L)
9	First Networking Overview (L/D)
10	Mockup (A)
14	TED Talk (All)
47	▾ PRESENTATION (M3)
48	Quality Assurance (All)
50	Prograss Report (All) [use diary]
49	Rules to Code (A/R)
51	Technology (All)
52	TED Talk (All)
77	▾ PRESENTATION (M4)
78	Shall We Play a Game (All)

Timeline header: Feb, 2024 | Mar, 2024 | Apr, 2024 | May, 2024
Columns: 22 ..., 25 Feb, 03 Mar, 10 Mar, 17 Mar, 24 Mar, 31 Mar, 07 Apr, 14 Apr, 21 Apr, 28 Apr, 05 May, 12 May, 19 May