ID	Name	Feb, 2	2024 I 25 Feb	Mar, 2024 03 Mar	10 Mar	17 Mar	24 Mar	Apr, 2024 31 Mar	07 Apr	14 Apr	21 Apr	May, 202 28 Apr	05 May	12 May	19 May
16	Milestone 1				•										
17	Milestone 2				1		•								
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														
54	PRODUCT (M3): Broadcast All Clients (L)														
56	PRODUCT (M3): Protocol Code (L)														
57	PRODUCT (M3): Protocol Document (L)						•								
58	PRODUCT (M3): Basic Chat-GUI (L)						-								
67	PRODUCT (M3): Whisper-Chat (L)														
59	▼ PRODUCT (M3): Game Logic is Presentable a														
93	PRODUCT (M3): Yahtzee Classical														
94	PRODUCT (M3): Action Dice														
62	PRODUCT (M3): Game State on Server (L)														
61	PRODUCT (M3): Game List (L)														
65	PRODUCT (M3): Lounging List (L)														
66	PRODUCT (M3): Player List (L)														
76	PRODUCT (M4): GUI + advanced (R) PRODUCT (M4): Winner Determination (A)														
73	PRODUCT (M4): Winner Determination (A)														
75	PRODUCT (M4): Rules of Game Checked + E														
80	PRODUCT (M5): Presentable Screenshots (All)														
88	PRODUCT (M5): Twitchy Video of Game Play														
81	PRODUCT (M5): Final Protocol Document (L)														
82	PRODUCT (M5): Final Protocol Document (L) PRODUCT (M5): Arbitrary Many Clients Can I														
85	PRODUCT (M5): Arbitrary Many Clients Can L														
83	PRODUCT (M5): Working GUI (R) PRODUCT (M5): Fully Playable Game Logic (A)														
84	PRODUCT (M5): Fully Playable Game Logic (A) PRESENTATION (M1)		_												
13	▼ PRESENTATION (M1) Requirement Analysis (L)														
9	First Networking Overview (L)														
10	Mockup (A)														
14	TED Talk (All)														
47	→ PRESENTATION (M3)														
48	Quality Assurance (A/R)														
	Testing (R)														
95 50	Progress Report (A)														
49	Rules to Code (A/R)														
51	Technology (All)														
52 77	TED Talk (All)								-						
77	➤ PRESENTATION (M4)														
78	Shall We Play a Game (All)					Powered	by: onlinegantt.com	m							
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