TanksGame

Group

Project manager

Project dates   Mar 22, 2019 - May 2, 2019

Completion   0%

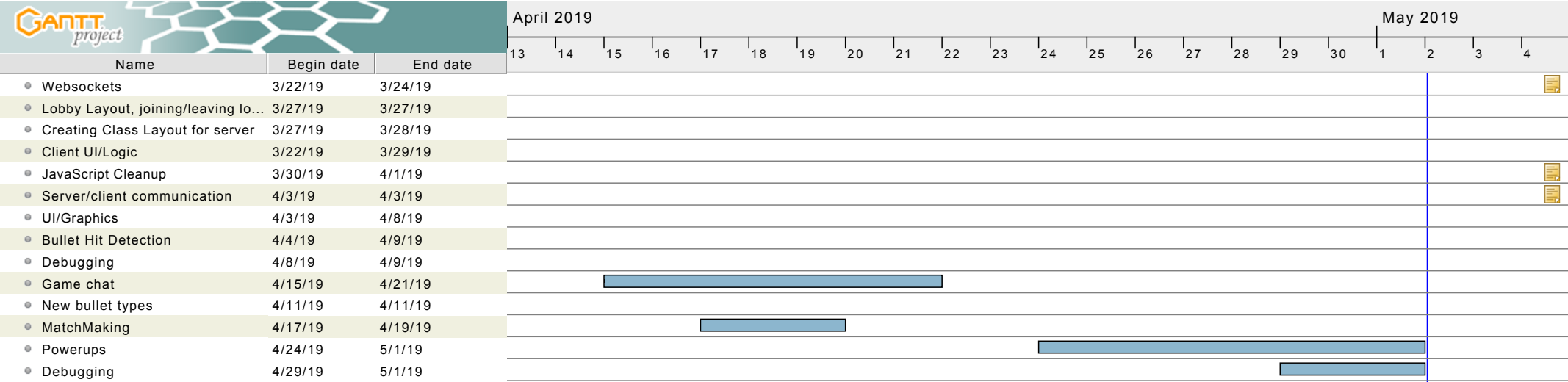**Tasks**   14

Resources   0

Tanks Game for Project 3 of EECS 448

Tasks

Name	Begin date	End date
Websockets	3/22/19	3/24/19
Functioning Websockets using Socket.io		
Lobby Layout, joining/leaving lobbies	3/27/19	3/27/19
Creating Class Layout for server	3/27/19	3/28/19
Client UI/Logic	3/22/19	3/29/19
JavaScript Cleanup	3/30/19	4/1/19
Separating JS code into classes		
Server/client communication	4/3/19	4/3/19
Initial Game logic and server/client communication when the player moves		
UI/Graphics	4/3/19	4/8/19
Bullet Hit Detection	4/4/19	4/9/19
Debugging	4/8/19	4/9/19
Game chat	4/15/19	4/21/19
New bullet types	4/11/19	4/11/19
MatchMaking	4/17/19	4/19/19
Powerups	4/24/19	5/1/19
Debugging	4/29/19	5/1/19

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April 2019 — May 2019

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Resources Chart

Name	Default role	April 2019																	May 2019			
		13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	1	2	3	4