

NETWORKING

Planning and Design

- Create planning documents for NETWORKING branch
 - Outline tasks, assign responsibilities, and set rough completion dates.
 - DEADLINE: March 6, 2025
- Design use case diagrams
 - Create a draft, review, and finalize use case diagrams for matchmaking.
 - DEADLINE: March 6, 2025
- Design class structure diagrams
 - Create a general class structure diagram for matchmaking-related classes.
 - DEADLINE: March 6, 2025
- Create use case descriptions document
 - Identify and detail use cases for networking (e.g., client control, game session sync, etc.)
 - DEADLINE: March 6, 2025
- Review and submit documents for Iteration 1
 - Team review, proofread, and submit to D2L dropbox.
 - DEADLINE: March 6, 2025

Phase 1: Setup

- Duration: March 8, 2025 - March 12, 2025
- Goal: Establish rough skeleton code and finalize design for NETWORKING
- Task List:
 - Git Repository Setup:
 - Set up Git repository for NETWORKING branch.
 - Start Date: March 4, 2025
 - End Date: March 4, 2025
 - Estimated Time: 1 hour.
 - Finalize class structure design:
 - Adjust class diagram based on feedback.
 - Start Date: March 4, 2025
 - End Date: March 5, 2025
 - Estimated Time: 3 hours.
 - Stub networking logic:
 - Simulate client and server performance within a game session.

- Start Date: March 10, 2025
- End Date: March 11, 2025
- Estimated Time: 3 hours.

- Plan GUI integration:
 - Create a sketch for the networking interface.
 - Start Date: March 11, 2025
 - End Date: March 12, 2025
 - Estimated Time: 3 hours.

Milestone: Setup complete by March 12, 2025.

Phase 2: Core Development

Duration: March 13, 2025 - March 25, 2025

Goal: Implement core systems for NETWORKING.

Task List:

- Implement connection logic:
 - Develop logic to handle player connection and disconnection (e.g., ELO)
 - Start Date: March 13, 2025
 - End Date: March 16, 2025

Phase 3: Task Implementation

Duration: March 26, 2025 - April 1, 2025

Goal: Connect server to client within gamesessions

Tasklist:

Integration with networking: Add a method to demonstrate online interface integration to host games.

- Start Date: March 26, 2025
- End Date: March 29, 2025
- Estimated Time: 6 hours

Player log-in and user profile view and creation

- Start Date: March 27, 2025
- End Date: March 31, 2025
- Estimated Time: 6 hours

Test integration: Players should be able to view users' profiles/status/recent matches

- Start Date: March 30, 2025
- End Date: April 1, 2025
- Estimated Time: 3 hours

Milestones:

Integrated NETWORKING: April 1, 2025

Phase 4: Testing

Duration: April 2, 2025 - April 8, 2025

Goal: Ensure there are no bugs.

Tasklist:

Create unit tests to test client-server communication as well as game-state synchronization

- Start Date: April 2, 2025

- End Date: April 5, 2025

- Estimated Time: 6 hours

Test chat functionality

- Start Date: April 3, 2025

- End Date: April 6, 2025

- Estimated Time: 4 hours

Test general session management

- Start Date: April 4, 2025

- End Date: April 7, 2025

- Estimated Time: 3 hours

Full system test

- Start Date: April 5, 2025

- End Date: April 8, 2025

- Estimated Time: 3 hours

Milestones:

NETWORKING tested: April 8, 2025

Phase 5: Review

Update documentation

- Start Date: April 9, 2025

- End Date: April 9, 2025

- Estimated Time: 2 hours

Full code review

- Start Date: April 9, 2025

- End Date: April 10, 2025

- Estimated Time: 3 hours

Record video demonstration

- Start Date: April 9, 2025

- End Date: April 10, 2025

- Estimated Time: 3 hours

Submit documents

- Start Date: April 10, 2025

- End Date: April 11, 2025

– Estimated Time: 1 hour

Milestones:

Submission: April 11, 2025