

The Floor is Java

Mar 20, 2020

<http://>

Project manager

Natasha Dudler

Project dates

Feb 20, 2020 - May 21, 2020

Completion

49%

Tasks

39

Resources

4

Tasks

Name	Begin date	End date
Einführung	2/20/20	2/21/20
Establish a Great Idea for a Game	2/22/20	2/26/20
Vorlesung	2/27/20	2/28/20
Basics: Server & Client	2/29/20	3/11/20
Create Timetable, Presentations & Plans	2/29/20	3/11/20
Übung: Gradle, "Best Practices"	3/11/20	3/11/20
Milestone 1	3/12/20	3/13/20
Understand Code for Server Client	3/14/20	3/15/20
<i>Group Meeting:</i>		
<ul style="list-style-type: none"> - Explain Code to our members - Discuss ways to complete tasks and decide who will do what task 		
Client (Complete Basics)	3/16/20	3/19/20
<i>To achieve:</i> <ul style="list-style-type: none"> - Chatroom between Clients - Client suggests a nickname based on the system user name - Client can change nickname (- Client checks connection to server regularly) 		
Username Settings: first login	3/16/20	3/17/20
<i>first login: Users will be asked if they want to use their system username</i>		
Username Settings: after first login	3/18/20	3/19/20
<i>After login: Users can change password by sending "NAME"</i>		
Server (Complete Basics)	3/18/20	3/22/20
<i>To achieve:</i> <ul style="list-style-type: none"> (- check for connection to client regularly) - players can change nicknames (server changes duplicates) - many clients can log in - server handles logout of a client 		
React to Client's First Decision	3/18/20	3/19/20
<i>Reaction: First login of a Client</i> <ul style="list-style-type: none"> - If Client responds "YEAH" use system name - Check for duplicates 		
React to Client's Name Change	3/20/20	3/22/20
<ul style="list-style-type: none"> - if Client says "NAME", save next words as new name. - check for duplicates 		

Tasks

Name	Begin date	End date
Network Protocol - First: create document with all commands - Second: put them into actual code	3/16/20	3/22/20
Chatroom between Clients - Client enters general chatroom by writing "CHAT" to the server - Server takes chat message and sends it to all clients that are in the chat	3/16/20	3/22/20
Documentation (1) - Update Timetable regularly - check for entries in our project diary	3/16/20	3/22/20
Puffer (1) - Time to organize for Milestone 3	3/23/20	3/24/20
Übung: "Liraries"	3/18/20	3/18/20
Vorlesung	3/19/20	3/20/20
Milestone 2 (In Übungen)	3/25/20	3/25/20
Game State Make all the methodes and classes for the game create Methods like: -Erdbeben, Überschwemmung, Zusatzleistung (Apfel) sowie Reaktionen der Schildkröten Methods for turtles: - Punktesammeln - Bewegen (rechts, links, oben, unten) Goal: Game is playable	3/26/20	4/2/20
Create Basic Classes and Methods for Game State Make all the methodes and classes for the game create Methods like: -Erdbeben, Überschwemmung, Zusatzleistung (Apfel) sowie Reaktionen der Schildkröten Methods for turtles: - Punktesammeln - Bewegen (rechts, links, oben, unten)	3/26/20	3/28/20
Finish Basic Rules of The Game Goal: Game is playable Rohail: works on Q/A, checks code with CheckStyle	3/31/20	4/2/20

Tasks

Name	Begin date	End date
Code for Server & Client Create: - Whisper chatroom - Broadcast - Game list (list of ongoing and finished games) - have support for multiple lobbies (one per game) with their respective internal chats - list of all players that are current connected to the server - Chatrooms with GUI (Graphic)	3/26/20	4/2/20
Chatrooms (Server & Client) Create: - Whisper chatroom - Broadcast - have support for multiple lobbies (one per game) with their respective internal chats	3/26/20	3/28/20
Lists and Other Tasks Create: - Game list (list of ongoing and finished games, their status is indicated) - list of all players that are current connected to the server Make sure that: - Build Script: The build script succeeds and produces an executable jar & javadoc for the task "build-cs108" - Command Line: Command line parameters are parsed correctly: (client <hostadress>:<port> [<username>] server <port>)	3/29/20	3/30/20
Basic Chatrooms with GUI Make all chatrooms graphical if possible: help with finishing Game State	3/29/20	4/2/20
Presentation for Milestone 3 Make slides with these subjects: - Outline of the game with its goals, rules and mechanics - Present a working prototype of our game - Progress report: How things are going - project timeline and responsibilities, changes and problems - Describe tools, libraries and processes which you use that are not introduced in the lecture and why you use them - Rules to Code: How is the gamestate and game logic represented in the code	4/3/20	4/4/20

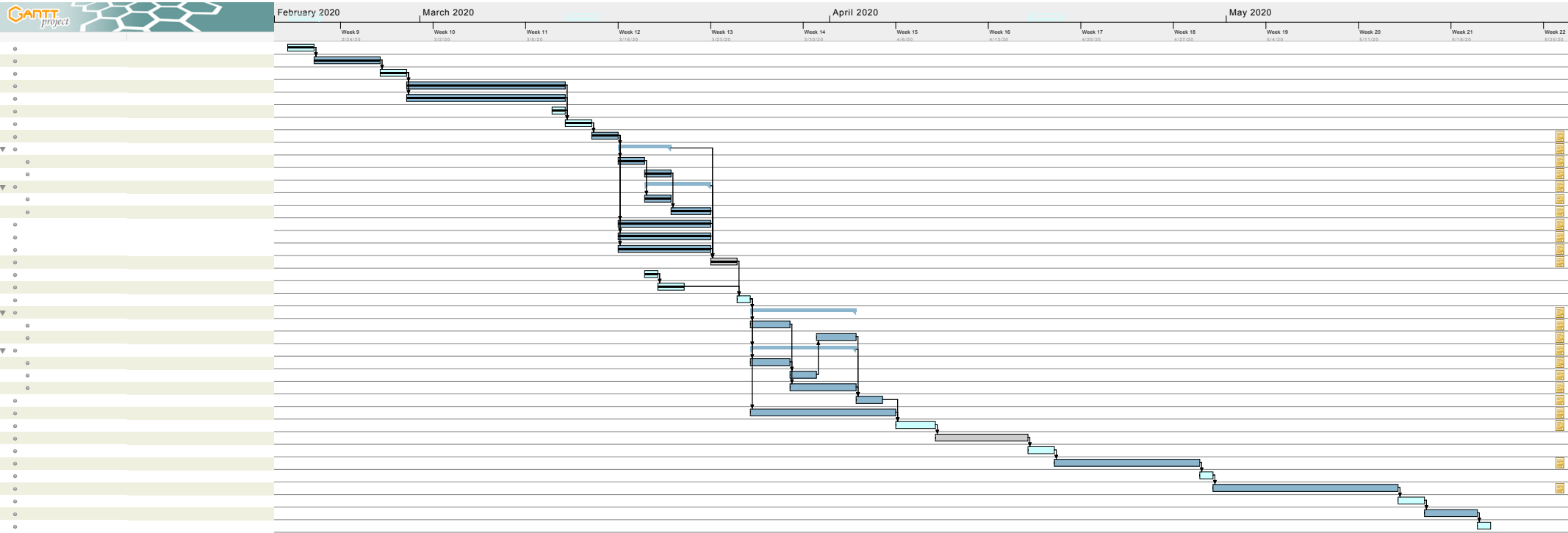
Tasks

Name	Begin date	End date
Documentation (2) - check for entries in project diary - keep timetable up to date - put more detail into plans for milestone 4 & 5 - create and write manual	3/26/20	4/5/20
Milestone 3: Deadline + Übung Check-in: 06.04.2020 7:00 Übung: 08.04.2020	4/6/20	4/8/20
Puffer(2)	4/9/20	4/15/20
Milestone 3	4/16/20	4/17/20
Product: GUI & rules enforced, etc - Make everything graphical: Login & Chatroom, Game: map, turtles (and their paths), flood, earthquake, apples Server: - rules enforced - winner and win state - Unit tests - Highscore list 25-26.April: - update timetable, diary, manual, network protocol (doc), - check code with CheckStyle and take time for Q/A	4/18/20	4/28/20
Milestone 4 (In Übungen)	4/29/20	4/29/20
Finish Game - Make sure game works - create Highscore list as a file - make pictures and videos of the game - Q/A is up to date and has a file with data if enough time: - create cheat code - include animation for earthquake & flood - make a logo/intro - make a trailer	4/30/20	5/13/20
Milestone 5	5/14/20	5/15/20
Play with the Game	5/16/20	5/19/20
Übung: Milestone 5	5/20/20	5/20/20

Resources

Name	Default role
Natasha Dudler	project manager
Dennis Grunenberg	undefined
Melanie Svab	undefined
Rohail Gondal	undefined

Gantt Chart



The Floor is Java

Resources Chart

