The Floor is Java

Project manager	Natasha Dudler
Project dates	Feb 20, 2020 - May 21, 2020
Completion	53%
Tasks	55
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

Group Meeting:

- Explain Code to our members
- Discuss ways to complete tasks and decide who will do what task

Name	Begin date	End date
Client (Complete Basics)	3/16/20	3/19/20

To achive:
- Chatroom between Clients
- Client suggests a nickname based on the system user name
- Client can change nickname
(- Client checks connection to server regularly)

Name	Begin date	End date
Username Settings: first login	3/16/20	3/17/20

first login: Users will be asked if they want to use their system username

Name	Begin date	End date
Username Settings: after first login	3/18/20	3/19/20

After login: Users can change password by sending "NAME"

Name	Begin date	End date
Server (Complete Basics)	3/18/20	3/22/20

To achive:
(- check for connection to client regularly)
- players can change nicknames (server changes dublicates)
- many clients can log in
- server handles logout of a client

Name	Begin date	End date
React to Client's First Decision	3/18/20	3/19/20

Reaction: First login of a Client
- If Client respondes "YEAH" use system name
- Check for duplicates

Name	Begin date	End date
React to Client's Name Change	3/20/20	3/22/20

- if Client says "NAME", save next words as new name.
- check for duplicates

Tasks

Name	Begin date	End date
Network Protocol	3/16/20	3/22/20
- First: create document with all commands *- Second: put them into actual code*		
Chatroom between Clients	3/16/20	3/22/20
- Client enters general chatroom by writing "CHAT" to the server *- Server takes chat message and sends it it all clients that are in the chat*		
Documentation (1)	3/16/20	3/22/20
- Update Timetable regularly *- check for entries in our project diary*		
Puffer (1)	3/23/20	3/24/20
- Time to organize for Milestone 3		
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	3/26/20	4/5/20
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*		

Tasks

Name	Begin date	End date
### Create Basic Classes and Methods for Game State	3/26/20	3/31/20

Make all the methodes and classes for the game

create Methods like:
-Erdbeben, Überschwemmung, Zusatzleistung (Coins)
sowie Reaktionen der Schildkröten

Methods for turtles:
- Punktesammeln
- Bewegen (rechts, links, oben, unten)

Rohail:
Class "Start" and option to create a javadoc and a jar file.
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>)

### Finish Basic Rules of The Game	4/1/20	4/5/20

Goal: Game is playable
- Turtles can be hit by an event and respawn at the start position which is in the middle of the
board
- Turtles cannot walk at a place that has another turtle on it or has water.
- If there is an event, turtle do not move because they are in shock.
- player get points for moving their turtle and extrapoints for collectiong coins on the board.

Rohail: works on Q/A, checks code with CheckStyle

### Code for Server & Client	3/26/20	4/5/20

Create:
- Whisper chatroom
- Broadcast
- Game list (list of ongoing and finished games)
- have support for multiple lobbies (one per game) with their respektive internal chats
- list of all players that are current connected to the server
- Chatrooms with GUI (Graphic)

### Basic Chatrooms with GUI	3/26/20	3/31/20

Make all chatrooms graphical. Clients can only chat by the chat window.

### Create an Enum for our Protocol & Lobby	3/26/20	3/29/20

Goal: All classes can use the same keywords.

create a class named "Lobby" from which clients can enter a game.
create methodes for broadcast and whisper chat.

Name	Begin date	End date
Lists and Other Tasks	3/30/20	4/5/20

Create:
- Game list (list of ongoing and finished games, their status is indicated)
- list of all players that are current connected to the server

- delete unneccesairy keywords, get the keywords in order, shorten code if possible.

Name	Begin date	End date
Documentation (2)	3/26/20	4/5/20

- check for entries in project diary

- keep timetable up to date
- put more detail into plans for milestone 4 & 5

- create and write manual

Name	Begin date	End date
Milestone 3: Deadline + Übung	4/6/20	4/8/20

Check-in: 06.04.2020 7:00
Übung: 08.04.2020

Name	Begin date	End date
Presentation for Milestone 3	4/9/20	4/12/20

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

if possible: start with tasks for Milestone 4
Melanie & Natasha: Login, Lobbies & Chatrooms fully with GUI
Dennis & Rohail: Define Winner State

Name	Begin date	End date
Puffer(2)	4/13/20	4/15/20

If we are ahead of scedule, we start with tasks for milestone 4.
If there is a delay of some sort, we will use this time to complete everything for milestone 3.

Name	Begin date	End date
Milestone 3	4/16/20	4/17/20
Login, Lobbies & Chatroom with GUI (complete)	4/18/20	4/20/20
Create Symbols (Design)	4/21/20	4/22/20

- design turtle, field: water/gras/earthqake

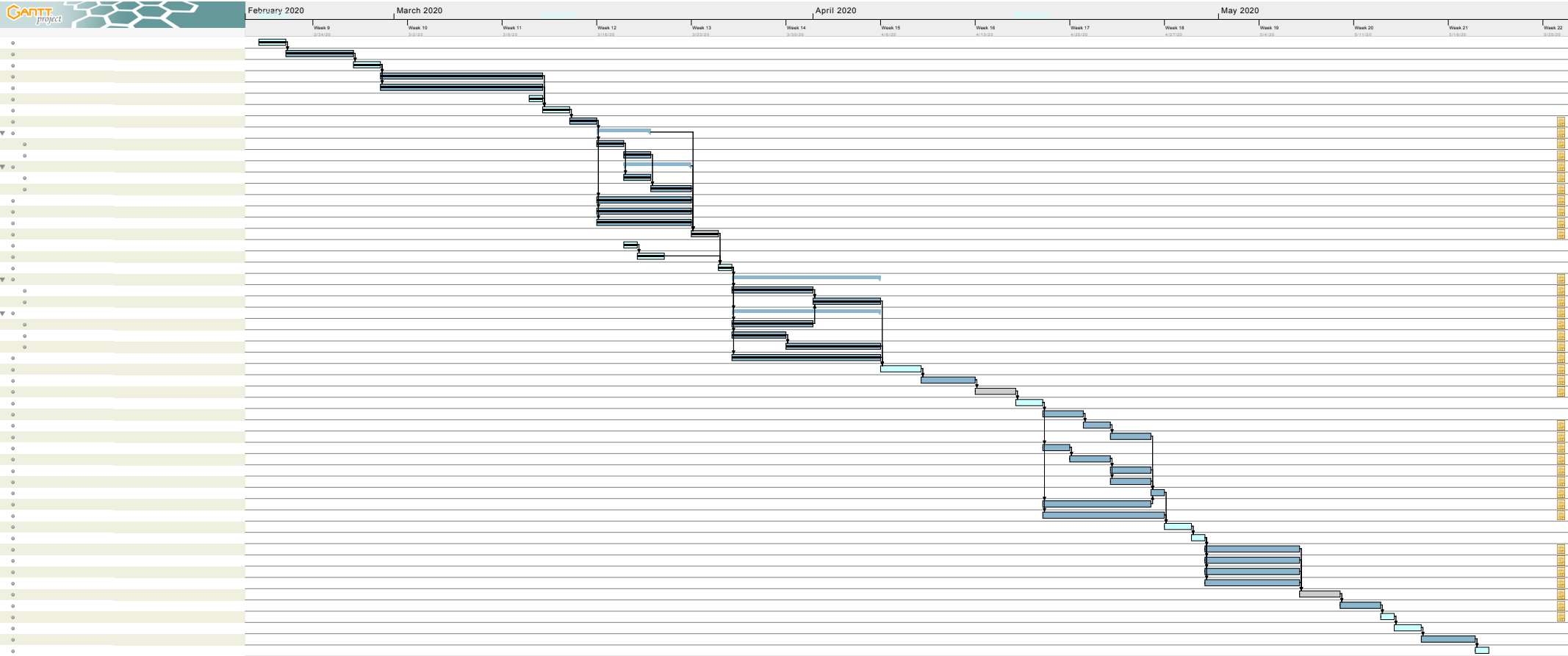| Name	Begin date	End date
Design Mechanics of the Game with GUI	4/23/20	4/25/20
main focus: *- everyone's turn (every step of the turtle, points)* *- Cutscene: earthquake / flood*		
Define Winner State (complete)	4/18/20	4/19/20
- create a final round (if there are two people with the same amount of points) *- create show off for the winner*		
Highscore list (complete)	4/20/20	4/22/20
- code with I/O that reads high score from external list		
Enforce Rules of the Game	4/23/20	4/25/20
- make sure players can only react in ways which are allowed		
Test and Quality Management	4/23/20	4/25/20
- Unit tests *- check code with CheckSytle and take time for Q/A*		
Presentation	4/26/20	4/26/20
- play the game together so we are sure that it will work for milestone 4 *- discuss games of other groups*		
Check out other Games	4/18/20	4/25/20
- look at games from other groups and assess all MS4 achievements		
Update Documents	4/18/20	4/26/20
- update timetable, diary, network protocol (doc), *- create manual*		
Deadline Milestone 4	4/27/20	4/28/20
Milestone 4 (In Übungen)	4/29/20	4/29/20
Q/A	4/30/20	5/6/20
- QA report with goals, methods and results *- advanced: Detailed and relevant analysis of QA measures over time, discussion of results, well-written report*		
Designs, Pictures & Videos	4/30/20	5/6/20
- create logo for our game / group (which we will show at our presentation) *- make a representative screenshot of the game* *- make a representative video (somewhere between 20 seconds and 2 minutes of gameplay)*		
Connection Lost	4/30/20	5/6/20
- make sure game can still be played if someone unexpectedly loses connection *- make sure player can join ongoing game again after losing connection (bonus)*		

Tasks

Name	Begin date	End date
Documentation & Bugs	4/30/20	5/6/20

- fix all bugs that are found by tests
- update timetable, diary, manual and network protocol
- comment code and make sure that there is an order

Name	Begin date	End date
Puffer (3)	5/7/20	5/9/20

if enough time:
- create cheat code
- include animation for earthquake & flood (Natasha & Melanie)
- spectator mode (Zuschauer)

HELP EACH OTHER!

pay attention to:
Pachydermatous Librarian: All external libraries in your project are managed by gradle via maven central

Name	Begin date	End date
Presentation	5/10/20	5/12/20

- about the game:
Outline of the game with its goals, rules and mechanics
advanced: Have a clear introduction to your game explaining its fundamentals in such a way that a first-time listener can understand it

- show our logo

- Have a bugfree demo of the game in the final presentation
- Present the working final game in the excercise slot by playing the game

- technology: Describe tools, libraries and processes which you use that are not introduced in the lecture and why you use them
advanced: Use at least two libraries besides JUnit actively for a significant / impactful task in your project. JavaFX does not count.

- Lessons Learned

Name	Begin date	End date
Deadline Milestone 5	5/13/20	5/13/20

13.05.20 17:00

Name	Begin date	End date
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

	February 2020	March 2020					April 2020					May 2020			
		Week 9	Week 10	Week 11	Week 12	Week 13	Week 14	Week 15	Week 16	Week 17	Week 18	Week 19	Week 20	Week 21	Week 22
		2/24/20	3/2/20	3/9/20	3/16/20	3/23/20	3/30/20	4/6/20	4/13/20	4/20/20	4/27/20	5/4/20	5/11/20	5/18/20	5/25/20