The Floor is Java

Project manager	Natasha Dudler
Project dates	Feb 20, 2020 - May 21, 2020
Completion	45%
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

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 "NOPE", ask for name
- 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
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	4/3/20
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*		
Create Basic Classes and Methods for Game State	3/26/20	3/29/20
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)*		
Finish Basic Rules of The Game	4/1/20	4/3/20
Goal: Game is playable		

Name	Begin date	End date
## Code for Server & Client	3/26/20	4/3/20

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)

### Chatrooms (Server & Client)	3/26/20	3/29/20

Create:
- Whisper chatroom
- Broadcast
- have support for multiple lobbies (one per game) with their respektive internal chats

### Lists and Other Tasks	3/30/20	3/31/20

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

### Basic Chatrooms with GUI	3/30/20	4/3/20

Make all chatrooms graphical

if possible: help with finishing Game State

## Presentation for Milestone 3	4/4/20	4/5/20

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

## Documentation (2)	3/26/20	4/5/20

- check for entries in project diary

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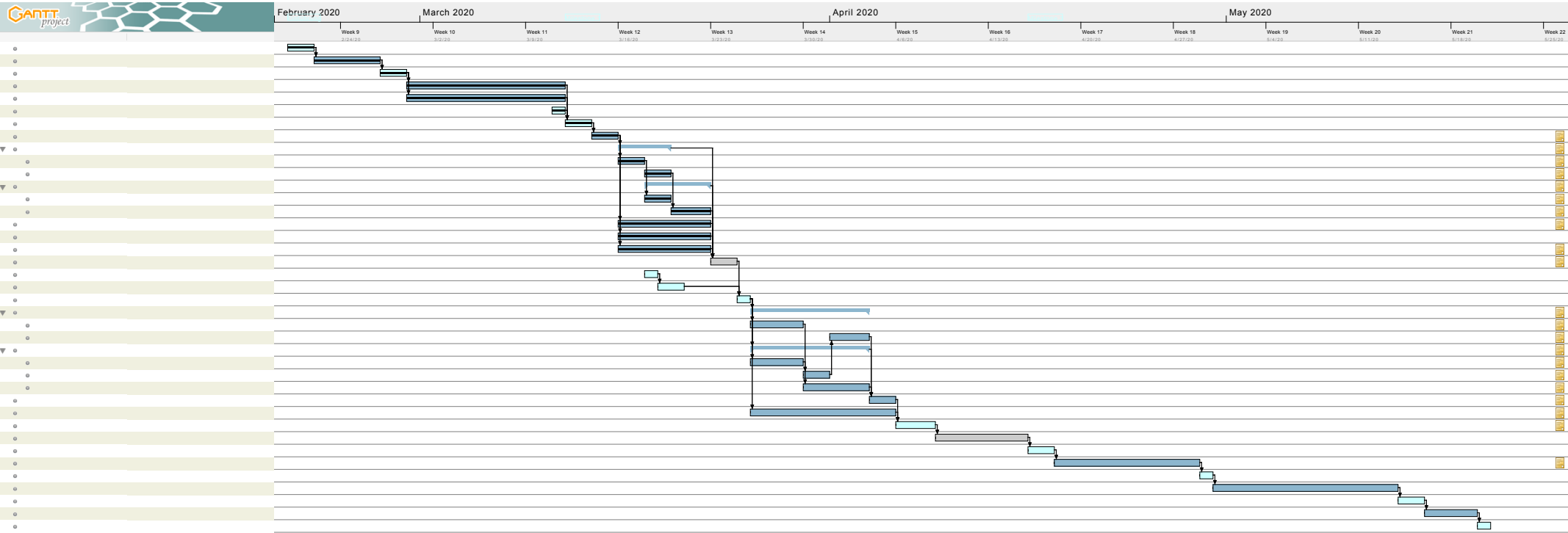*- put more detail into plans for milestone 4 & 5*

- create and write manual

Tasks

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*		
Puffer(2)	4/9/20	4/15/20
Milestone 3	4/16/20	4/17/20
Product: GUI & rules enforced, etc	4/18/20	4/28/20
- 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*		
Milestone 4 (In Übungen)	4/29/20	4/29/20
Finish Game	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

	February 2020	March 2020	April 2020	May 2020