

# The Floor is Java

Mar 5, 2020

<http://>

Project manager

Natasha Dudler

Project dates

Feb 20, 2020 - May 21, 2020

Completion

0%

Tasks

24

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  |
| Milestone 1  | 3/12/20    | 3/13/20  |
| Übung: Gradle, "Best Practices"  | 3/11/20    | 3/11/20  |
| Server (Complete Basics)   | 3/14/20    | 3/22/20  |
| <i>To achieve:</i><br>- check for connection to client regularly<br>- players can change nicknames (server changes duplicates)<br>- many clients can log in<br>- server handles logout of a client   |            |          |
| Client (Complete Basics)   | 3/14/20    | 3/22/20  |
| <i>To achieve:</i><br>- Chatroom between Clients<br>- Client suggests a nickname based on the system user name<br>- Client checks connection to server regularly   |            |          |
| Puffer(1)  | 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  |
| Rules of the Game  | 3/26/20    | 4/7/20   |
| <i>Make all the methodes and classes for the game</i><br>- create Manual   |            |          |
| Server & Client (Chatroom, etc)  | 3/26/20    | 4/7/20   |
| <i>Create:</i><br>- Whisper chatroom<br>- Broadcast<br>- Game list (list of ongoing and finished games)<br>- have support for multiple lobbies (one per game) with their respective internal chats<br>- list of all players that are current connected to the server<br>- Chatrooms with GUI (Graphic) |            |          |
| Übung: Milestone 3   | 4/8/20     | 4/8/20   |
| Puffer(2)  | 4/9/20     | 4/15/20  |
| Milestone 3  | 4/16/20    | 4/17/20  |

## Tasks

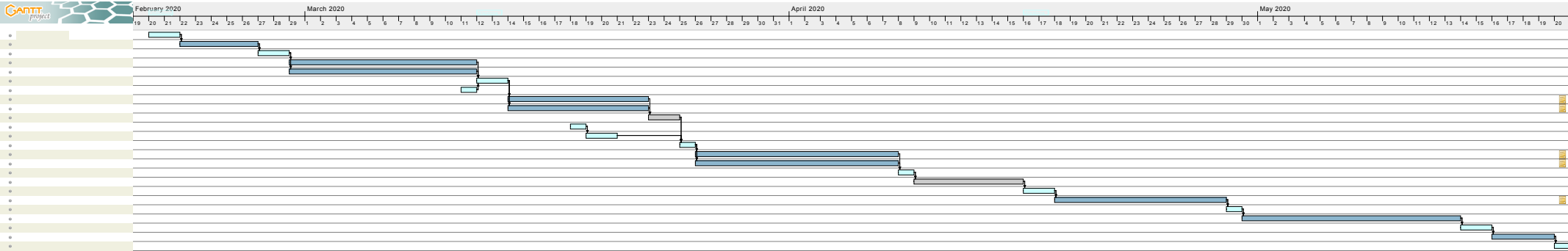
3

| Name                                    | Begin date | End date |
|---|------------|----------|
| Product: GUI & rules enforced, etc      | 4/18/20    | 4/28/20  |
| - <i>Make everything with graphical</i> |            |          |
| - <i>rules enforced</i>                 |            |          |
| - <i>winner and win state</i>           |            |          |
| - <i>Unit tests</i>                     |            |          |
| - <i>Highscore list</i>                 |            |          |
| 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



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## Resources Chart

