The Floor is Java Mar 11, 2020

http://

Project manager Natasha Dudler

**Project dates** Feb 20, 2020 - May 21, 2020

Completion27%Tasks24Resources4

# 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	
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			
Client (Complete Basics)	3/14/20	3/22/20	
To achive: - Chatroom between Clients - Client suggests a nickname based on the system user name - 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	

Make all the methodes and classes for the game - create Manual

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

#### Methods for turtles:

- Punktesammeln
- Bewegen (rechts, links, oben, unten)

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# Tasks

Name	Begin date	End date	
Server & Client (Chatroom, etc)	3/26/20	4/7/20	
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)			
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	
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	

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# Resources

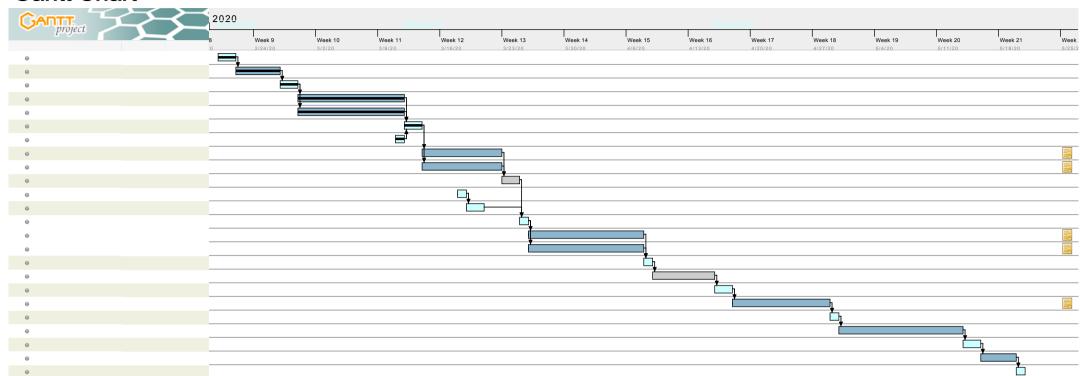
Name	Default role						
Natasha Dudler	project manager						
Dennis Grunenberg	undefined						
Melanie Svab	undefined						
Rohail Gondal	undefined						

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# **Gantt Chart**



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# **Resources Chart**

GANTT	2020														
project	8	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
	.0	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	5/25/2
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