

# The Floor is Java

Mar 11, 2020

<http://>

Project manager

Natasha Dudler

Project dates

Feb 20, 2020 - May 21, 2020

Completion

27%

Tasks

24

Resources

4

## Tasks

2

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> - check for connection to client regularly - players can change nicknames (server changes duplicates) - many clients can log in - server handles logout of a client		
Client (Complete Basics)	3/14/20	3/22/20
<i>To achieve:</i> - 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
<i>Make all the methodes and classes for the game</i> - create Manual  <i>create Methods like:</i> -Erdbeben, Überschwemmung, Zusatzleistung (Apfel) sowie Reaktionen der Schildkröten  <i>Methods for turtles:</i> - Punktesammeln - Bewegen (rechts, links, oben, unten)		

## Tasks

3

Name	Begin date	End date
Server & Client (Chatroom, etc) <i>Create:</i> - 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	4/7/20
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 <i>- Make everything graphical:</i> <i>Login &amp; Chatroom,</i> <i>Game: map, turtles (and their paths), flood, earthquake, apples</i>  <i>Server:</i> - rules enforced - winner and win state - Unit tests - Highscore list	4/18/20	4/28/20
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



