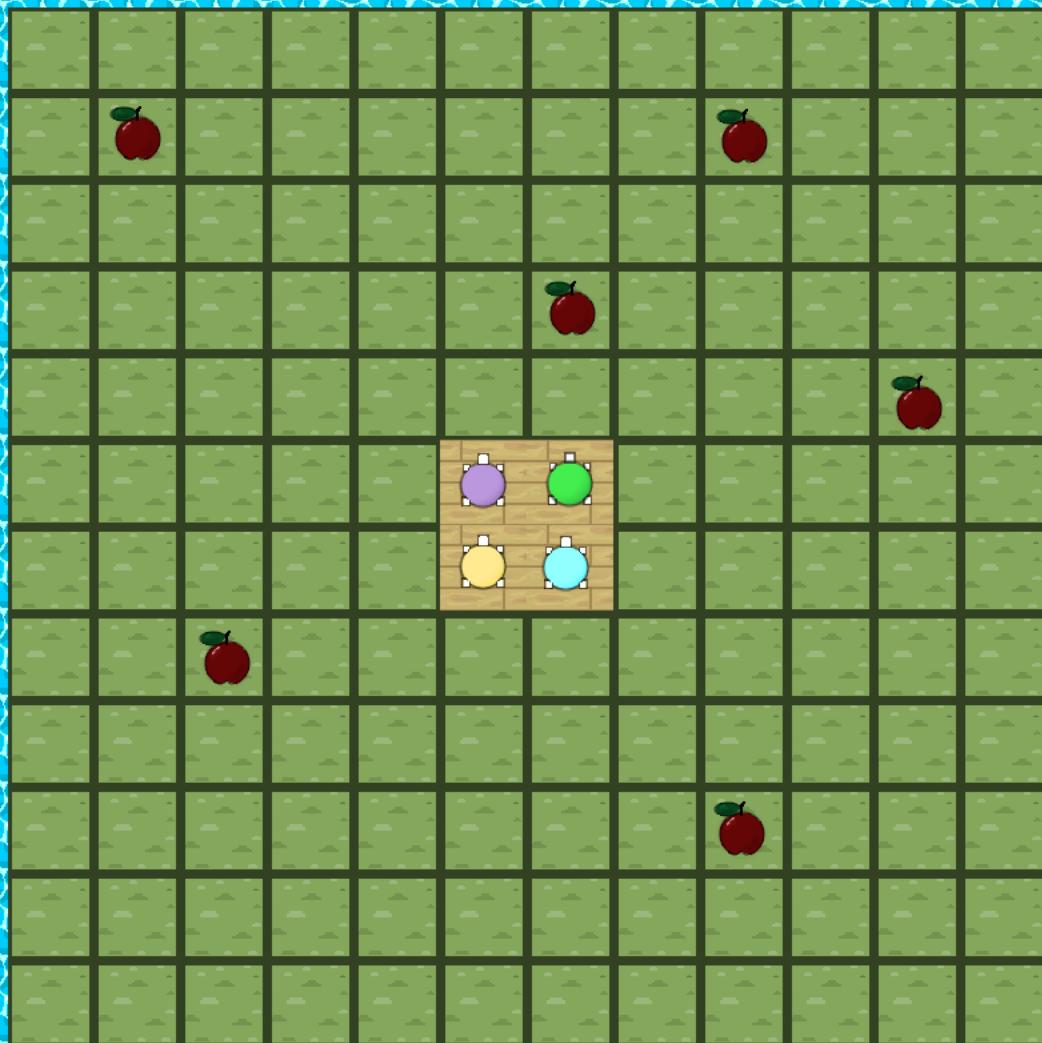


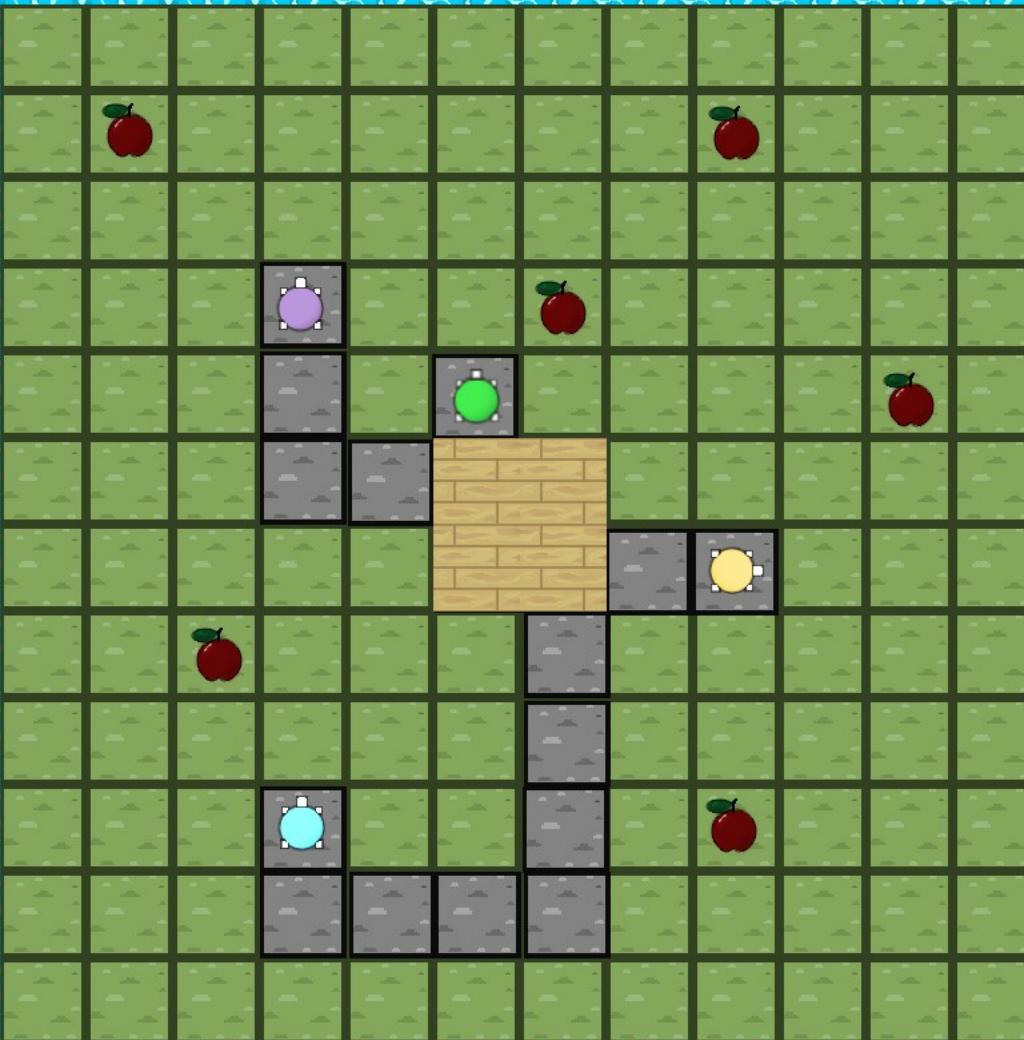
The Floor is Java

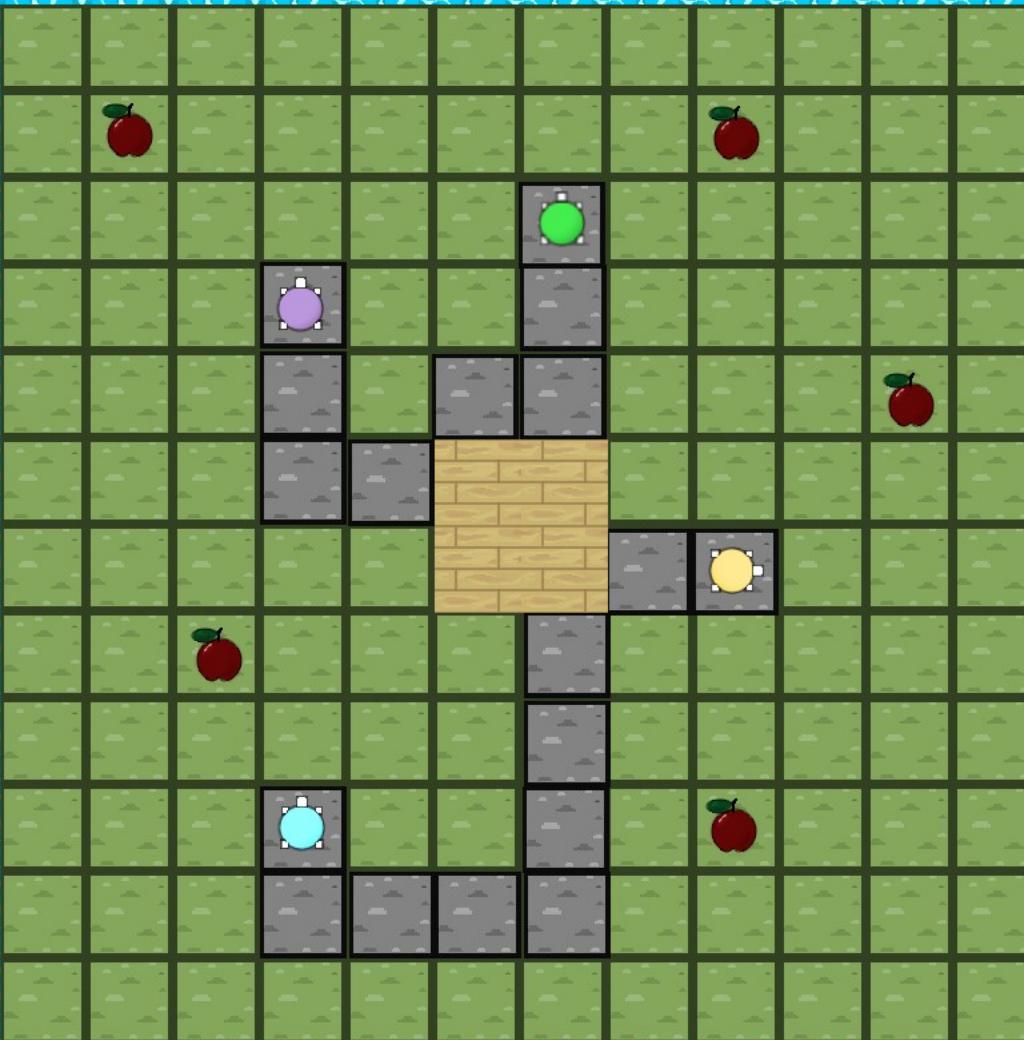
von den Eiländers

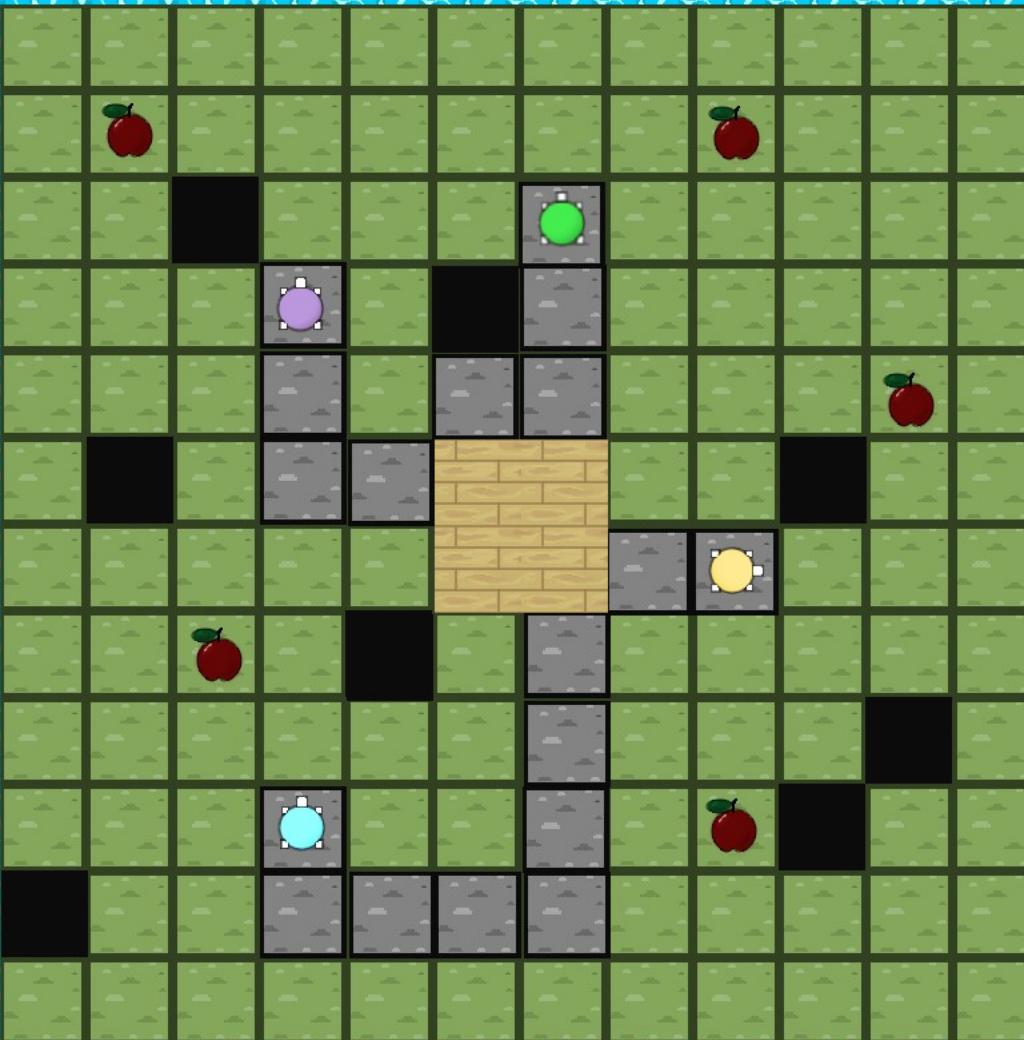
Spiel - und Regelbeschreibung

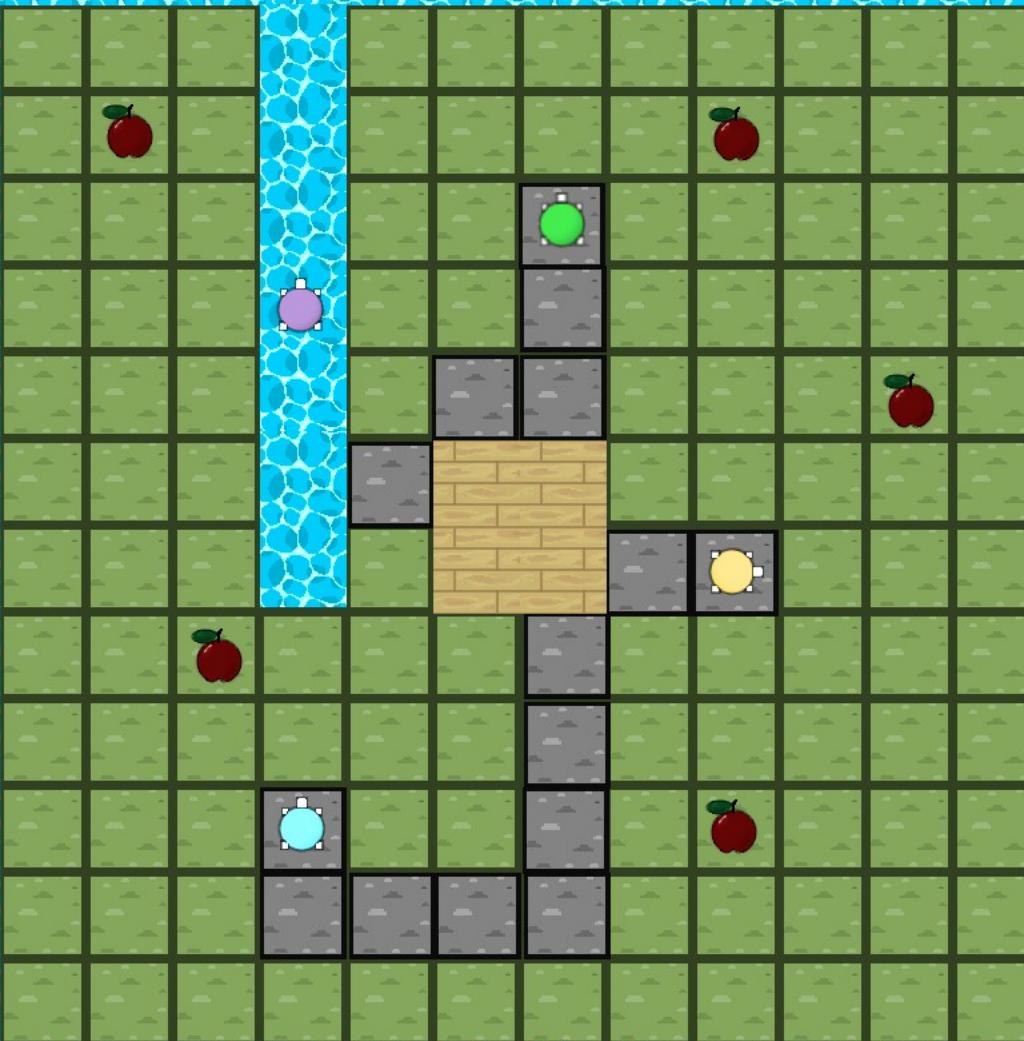


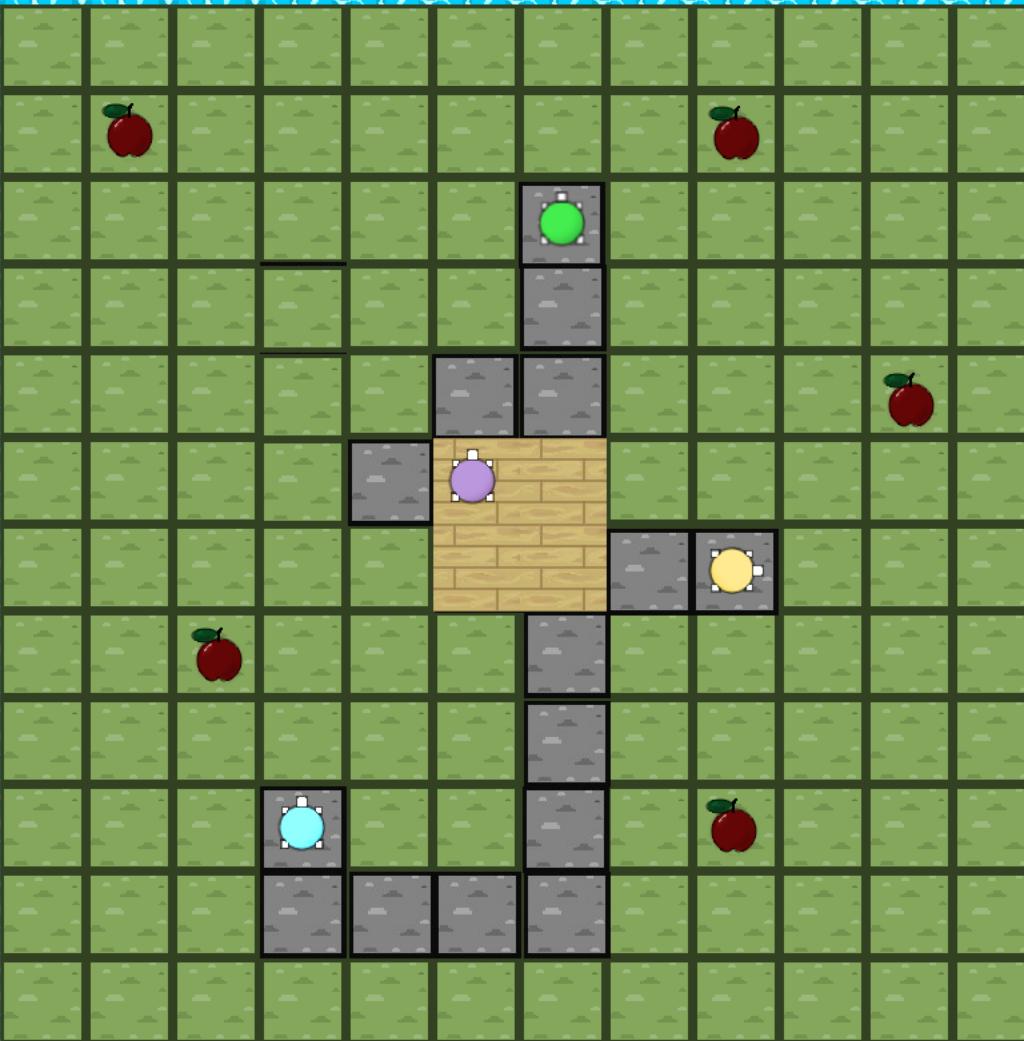












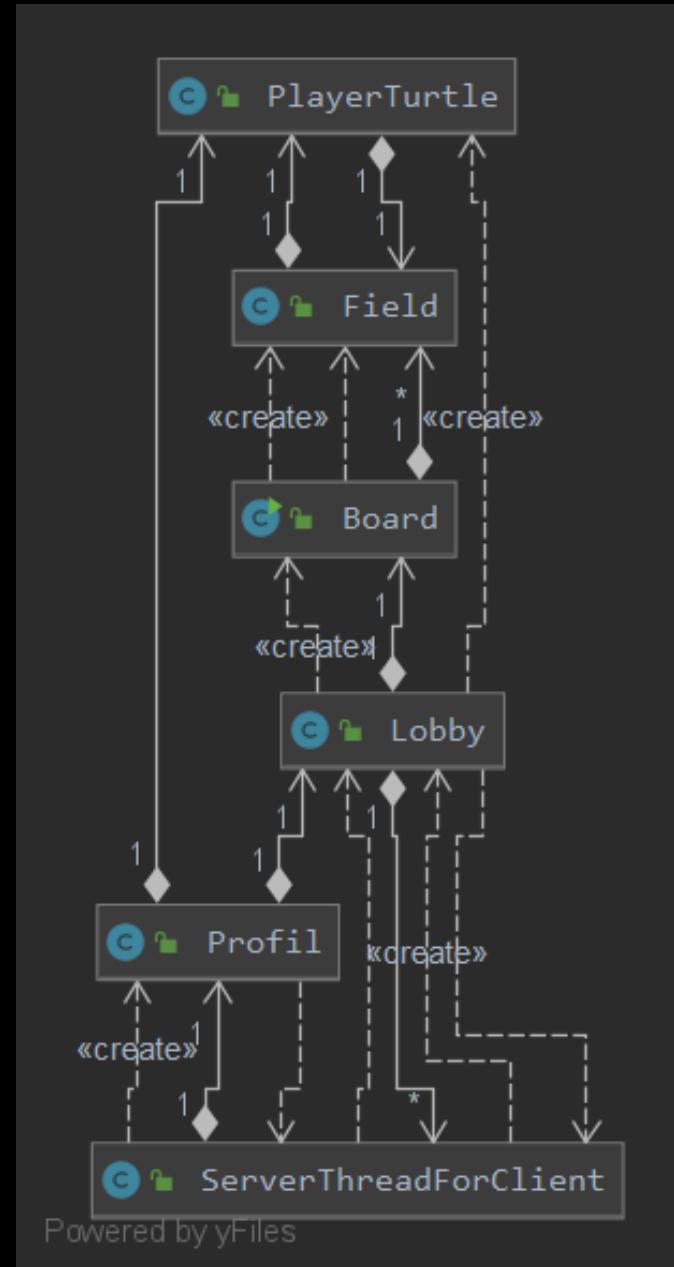
Code des Spiels

Technology

- SLF4J
- Logback
- HashSet

Gamestate and gamelogic

- Board, Field
- Lobby
- Profil, PlayerTurtle



Progress Report

Timeline, Aufgaben, Änderungen und Probleme

3/2/20

3/9/20

3/16/20

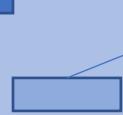
3/23/20

MILESTONE 1



MILESTONE 2

BESPRECHUNG DES ERSTEN MEILENSTEINS



MILESTONE 3

Dennis, Rohail
Melanie, Natasha
Natasha

3/2/20

3/9/20

3/16/20

3/23/20

MILESTONE 1



MILESTONE 2

BESPRECHUNG DES ERSTEN MEILENSTEINS

RECAP

CLIENT

CLIENT

SERVER

SERVER

NETZWERKPROTOKOLL

CHATROOM

DOKUMENTE

NAME DES CLIENTS BEIM ERSTEN LOGIN : Dennis

Melanie

Natasha

NAME DES CLIENTS BEIM ERSTEN LOGIN : Natasha, Dennis

NAMENSÄNDERUNG ÜBER "NAME" : Natasha

NAMENSÄNDERUNG ÜBER "NAME" : Dennis

Dennis, Rohail

PUFFER

...

BESPRECHUNG DES ZWEITEN MEILENSTEINS

3/23/20

3/29/20

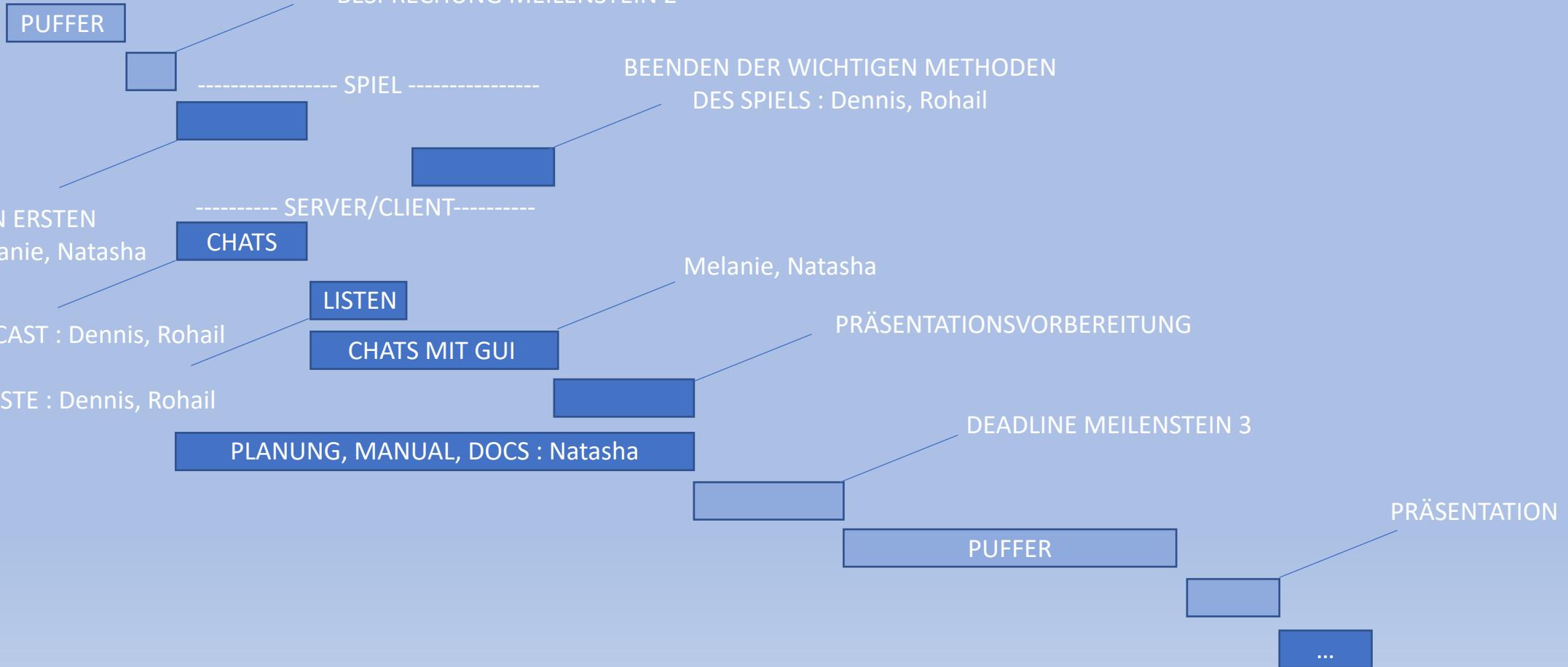
4/4/20

4/9/20

4/16/20

MILESTONE 3

MILESTONE 4



3/23/20

3/29/20

4/4/20

4/9/20

4/16/20



4/13/20

4/20/20

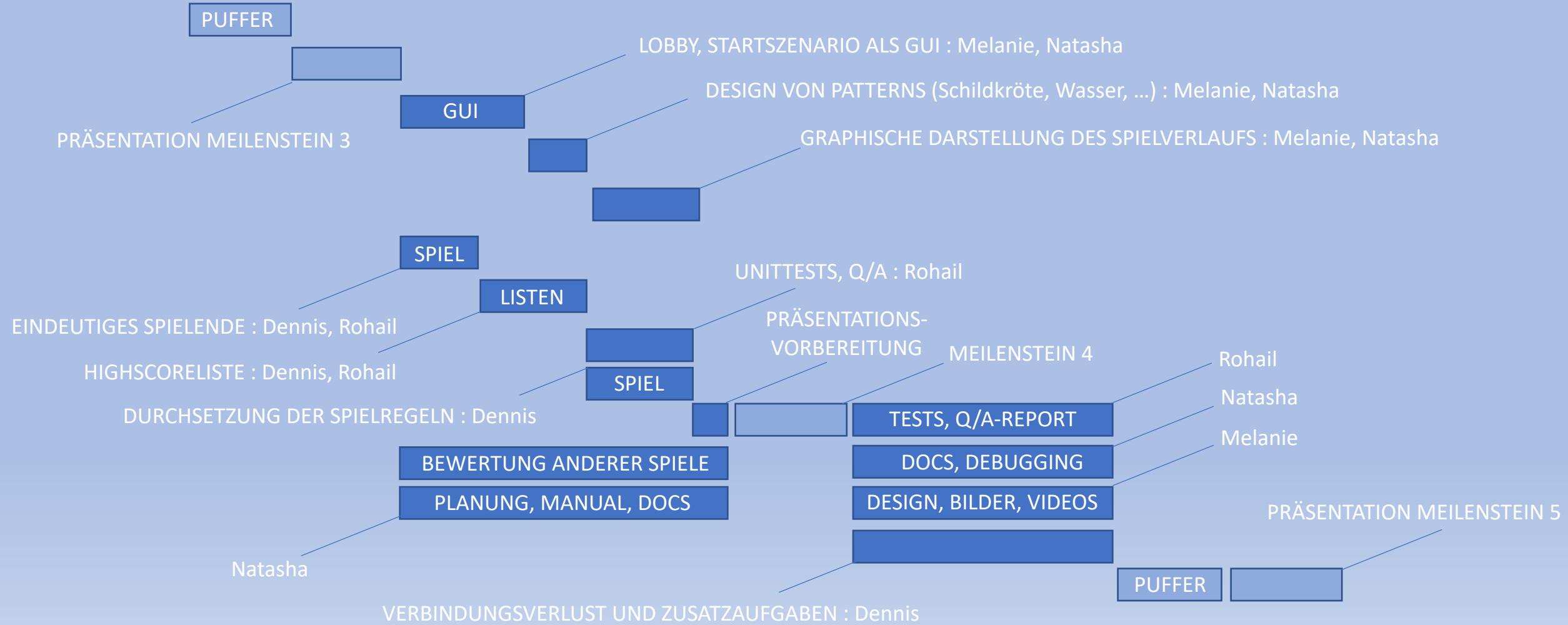
4/27/20

5/4/20

5/11/20

MILESTONE 4

MILESTONE 5



Präsentation unseres Prototyps





Fragen?