

Nr.	Milestone	Edited by	App. Time	Real Time	Deadline	Done
	Previous tasks					
1	Konzeptbeschreibung	All	50:00	74:00	18.03.	✓
2	Model	Flaminia/Angela	35:00	25:00	25.03.	✓
3	Landing Page	Ismail	10:00	6:00	25.03.	✓
4	Raspberry Pi Setup	Michael/Max	15:00	3:00	28.03.	✓
5	TimeFlip Setup	Michael/Sebastian	15:00	20:00	03.04.	✓
6	REST API	Max/Sebastian	30:00	15:00	18.04.	✓
7	Database data	Angela	20:00	20:00	01.04.	✓
8	MySQL	Flaminia	20:00	20:00	01.05.	✓
	Recent tasks					
8	Advanced Backend Functionality Controllers, Services, Repository	All	80:00	25:00	13.04.	✓
9	Advanced Frontend	Sebastian /Max	50:00	6:00	20.04	✓
10	Data Management -create game statistics -create terms	Ismail/Michael	20:00		27.04	✓
11	JSON integration	Flaminia	20:00	20:00	02.05.	✓
12	Bugfixing I	All	50:00	40:00	09.05.	✓
13	Testdrehbuch	Falminia / Angela	40:00		13.05.	
14	Hardware integration	Michael / Max			12.05.	✓
15	Stable and working system	All			13.05.2021	
	Upcoming tasks					
16	Acceptance Tests	All			20.05.	
17	JUnit Tests	Flaminia / Angela	50:00		16.06.	
18	Dockerization		25:00		06.06.	
19	Systemtest	All	30:00		06.06.	
20	Bugfixing II	All	30:00		13.06.	
21	Code doku		10:00		13.06.	
22	Softwarekonzept update		20:00		13.06.	
23	Abschlussbericht		10:00		13.06.	
24	Final project results	All	10:00		18.06.2021	
25	Final presentation	All	08:00		21.06.2021	

Michael

- game data dump
- putting hardware & software together
BLE, timeflip, software, REST
- user creation
- Lobby stats: highscores, topic stats
- JSON parsing

~ 24h

next: hardware, bugfixing, game play

Flaminia

- JUnit tests
- Model classes
- JSON parsing
- Database data

~ 40h

next: JUnit tests, Testdrehbuch

Angela:

- JUnit tests

~ 30h

next: JUnit tests, Testdrehbuch

Max:

- User profile & stats
- game play (Game Room): frontend, logic, sockets

~ 33h

next: game play

Ismail:

- Frontend userrollen
- Frontend topic deletion
- Frontend Terms
- Lobby: highscores
- Frontend: User management
- In-program help buttons

~ 40,5h

next: frontend, bugfixing

Sebastian:

- game creation
- game start / initialization
team player selection phase
- bugfixing

~40h

next: bugfixing