|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Nr. | Milestone | Edited by | App. Time | Real Time | Deadline | Done |
|  | **Previous tasks** |  |  |  |  |  |
| 1 | Konzeptbeschreibung | All | 50:00 | 74:00 | 18.03. | **ü** |
| 2 | Model | Flaminia/Angela | 35:00 | 25:00 | 25.03. | **ü** |
| 3 | Landing Page | Ismail | 10:00 | 6:00 | 25.03. | **ü** |
| 4 | Raspberry Pi Setup | Michael/Max | 15:00 | 3:00 | 28.03. | **ü** |
| 5 | TimeFlip Setup | Michael/Sebastian | 15:00 | 20:00 | 03.04. | **ü** |
| 6 | REST API | Max/Sebastian | 30:00 | 15:00 | 18.04. | **ü** |
| 7 | Database data | Angela | 20:00 | 20:00 | 01.04. | **ü** |
| 8 | MySQL | Flaminia | 20:00 | 20:00 | 01.05. | **ü** |
|  |  |  |  |  |  |  |
|  | **Recent tasks** |  |  |  |  |  |
| 8 | Advanced Backend Functionality Controllers, Services, Repository | All | 80:00 | 25:00 | 13.04. | **ü** |
| 9 | Advanced Frontend | Sebastian /Max | 50:00 | 6:00 | 20.04 | **ü** |
| 10 | Data Management  -create game statistics  -create terms | Ismail/Michael | 20:00 |  | 27.04 | **ü** |
| 11 | JSON integration | Flaminia | 20:00 | 20:00 | 02.05. | **ü** |
| 12 | Bugfixing I | All | 50:00 | 40:00 | 09.05. | **ü** |
| 13 | Testdrehbuch | Falminia / Angela | 40:00 |  | 13.05. |  |
| 14 | Hardware integration | Michael / Max |  |  | 12.05. | **ü** |
| 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 |