

## Aufgabe 5: **Zeitdokumentation**

AP 1: I tried again to fully understand how communication should look like, when game created and when ID generated

Effort: as assumed, around 4 h, considering that the game stayed the same

AP 2: Requirements engineering

Effort; At least 6 h of constantly rereading lectures, requirements and internet

AP 3: Trying to create meaningful packages

Effort: i took most from last semester or from this semester UE, so basically only maybe an hour

AP 4: TDD Development of basic structure

Effort: 2 hours

AP 5: Class and Sequence diagrams

Effort: 5-7 hours

AP 6: Mini trial of source code management

Effort: 2-3 more hours

## • **MS 2: Client Basis 05.11.2018 – 30.12.2018 Network:**

AP 1: Networking messages regarding game id, creating of a new player, tested yet in Postman

Effort: 8 hours though I had most of them done from semester before, there was a big trial and error with endpoints.

AP 2: Client Application Structure with a connection to Rest Messages  
Effort: 4 hours first, but I had to correct all later

AP 3: Player registration with a data , proving data

Effort 3 hours

## MAP:

AP 4: MapBase Logic and Map

Effort: 3 h max because mostly they were done, had only to correct few endpoint and improve my old code

AP 5: Response envelope first steps plus extra one for registration

Effort: 2 h because also not much changes

AP 6: Map Generation connected well to XML, Checks with all the messages

Effort: 8-10 hours

## KI:

AP 7: Dijkstra Algorithm readingm trying to implement but no chance, pasting randomizer

Effort: 8-10 hours

AP 8: I put a movie issuer which still needed all REST messages and XML, took me a while to send them right: 2 days

## • MS 4: Client GUI and Optimization 30.11.2018-02.12.2018

AP 1: Karte generation – basic map , no GUI apart CLI

1 h

AP 2: Unit-Tests for a real coverage and meaning

Effort: 2 hours first and then 5 more.

AP 3: Logging and exceptions

Effort: I did during coding, but adding extra exceptions took me 2-3 hours

Last but not least, i spent two last days trying to correct a big mistake I made : did not understand fully how exactly should a client work with server and implemented 2 clients first. Had problems with Java. I also had them in the very beginning when I tried to use eclipse and java 11. And then again. After I got response on forum, I implemented two versions. One well working for 2 clients and one tournament style but broken.

This project I found extremely hard and time consuming for the amount of time given and amount of time student is able to spend on this project. I hope that one of the versions will still be accepted.