

## Aufgabe 2: **Zeitdokumentation**

Server 03.01.2018 – 18.01.2018

AP 1: Configurations and dependencies copied from ServerExample

Effort: 0,5 hours

AP 2: adding two missing ServerEndpoints

Effort: 1-1,5 hours

AP 3: Creating a package with Game Exceptions, creating those from Game logic and business rules

Effort: 1,5 hours counting analyzing of requirements

AP 4: GameInformation GameID creation, enabling function for a multiple games running

Effort: 1 hour

AP 5: Gameinformation register players, adding checks and exception handlings.

Effort: 1,5 hours

AP 6: GameInformation registerHalfMap

Effort: Halfmap logic, checks and exceptions

AP 7: Testing with Test Client, adding all missing hidden Ids, and other requirements of Client tests

Effort: 4 -5 hours

AP 8: Game logic configurations, checking business rules

Effort: 3 hours

AP 9: Missing exceptions handling, little improvements in IDs, defensive programming and smarter approaches for Unique IDs etc.

Effort: 2,5 hours

AP 10: Test, comments

Effort: 30 min

AP 11: Adding a state, placing all treasures, finding Forts and a logic for position

Effort: 5 hours

AP 12: Enabling save for state of a game

Effort: 2 hours

AP 13: made a mistake with dependencies in IntelliJ by replacing a folder => all got broken, I tried to fix/ import dependencies. Didn't work so I created another folder for a ServerExample with dependencies from example. Server runs on a port 12883.