Project timeline

ID	TYPE	SUBJECT	STATUS	START DATE	FINISH DATE	DURATION
37	Phase	Milestone 1	In progress	02/20/2025	03/07/2025	16 d
39	Phase	Milestone 2	New	03/08/2025	03/24/2025	17 d
53	Task	Map design	New	03/08/2025	03/24/2025	17 d
48	Task	Network Protocol TCP and UDP	New	03/08/2025	03/11/2025	4 d
50	Task	Basic: working Server	New	03/12/2025	03/16/2025	5 d
49	Task	Basic: working Client	New	03/12/2025	03/16/2025	5 d
52	Task	working Nickname and name randomizer	New	03/17/2025	03/20/2025	4 d
51	Task	working Team chat and quickchat	New	03/17/2025	03/20/2025	4 d
69	Task	players can move in Real-Time	New	03/21/2025	03/24/2025	4 d
40	Phase	Milestone 3	New	03/25/2025	04/10/2025	17 d
55	Task	Prototype: Player-Player interaction	New	03/25/2025	04/10/2025	17 d
70	Task	Prototype: Player-Terminal interaction	New	03/25/2025	04/10/2025	17 d
56	Task	choose Libraries	New	03/25/2025	03/27/2025	3 d
54	Task	PvP balancing	New	03/27/2025	03/29/2025	3 d
57	Task	Client: working Graphics	New	03/30/2025	04/04/2025	6 d
58	Task	Server: Game State	New	03/30/2025	04/04/2025	6 d
67	Task	placeholder Graphic	New	04/05/2025	04/10/2025	6 d
41	Phase	Milestone 4	New	04/11/2025	05/01/2025	21 d
68	Task	pixel Graphic	New	04/11/2025	05/01/2025	21 d
59	Task	JavaDoc	New	04/11/2025	05/01/2025	21 d
61	Task	GUI	New	04/11/2025	04/14/2025	4 d
62	Task	Game is playable from the UI	New	04/15/2025	04/28/2025	14 d
60	Task	fastest catch and escape time	New	04/25/2025	05/01/2025	7 d
63	Task	testing Realtime data synchronization	New	04/25/2025	05/01/2025	7 d

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42	Phase	Milestone 5	New	05/02/2025	05/15/2025	14 d
66	Task	JavaDoc	New	05/02/2025	05/15/2025	14 d
65	Task	Bug-free GUI	New	05/02/2025	05/08/2025	7 d
71	Task	adding easter eggs	New	05/06/2025	05/14/2025	9 d
64	Task	instruction manual	New	05/14/2025	05/15/2025	2 d