	18-06-14	17-02-14	<ul><li>Report</li></ul>
	18-06-14	16-05-14	<ul> <li>Optimization</li> </ul>
	23-05-14	05-05-14	<ul><li>Enemies Extended</li></ul>
	09-05-14		<ul><li>Scene Generation Extended 28-04-14</li></ul>
	02-05-14	21-04-14	Items / Levels Extended
	25-04-14	14-04-14	<ul><li>Endgame</li></ul>
	25-04-14	07-04-14	<ul><li>Graphics</li></ul>
	18-04-14	07-04-14	<ul><li>Items</li></ul>
	18-04-14	07-04-14	<ul><li>Leveling</li></ul>
	11-04-14	31-03-14	<ul> <li>Scene Generation</li> </ul>
	04-04-14	31-03-14	<ul><li>Player</li></ul>
	04-04-14	03-04-14	<ul> <li>Revised Project Plan</li> </ul>
	28-03-14	24-03-14	<ul><li>Input</li></ul>
	28-03-14		<ul> <li>Rendering</li> </ul>
	28-03-14		• AI
	21-03-14	17-03-14	<ul> <li>Collision Detection</li> </ul>
	21-03-14	10-03-14	<ul><li>Enemies</li></ul>
	14-03-14	10-03-14	<ul><li>Scene</li></ul>
	07-03-14	03-03-14	<ul><li>Class Design</li></ul>
	28-02-14	17-02-14	<ul><li>Game Design</li></ul>
	07-03-14	17-02-14	<ul> <li>Code Excercise</li> </ul>
"Uge 8 Uge 9 Uge 10 Uge 11 Uge 12 Uge 13 Uge 14 Uge 15 Uge 16 Uge 17 Uge 18 Uge 19 Uge 20 Uge 21 Uge 22 Uge 23 Uge 24 Uge 25 Uge 25 Uge 26 Uge 27 Uge 26 Uge 27 Uge 27 Uge 27 Uge 27 Uge 28 Uge 27 Uge 28 Uge	Slut dato	Start dato	Navn
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2014		Y	