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Denis Hodžić - Treba dodati

Haris Hadžagić - Treba dodati

1. Tjedan: 21.09. - 27.09.	<ul style="list-style-type: none">- Game DD- Setup Project/Github- Marketing Research- Podjela Taskova
2. Tjedan: 28.09. - 04.10.	<ul style="list-style-type: none">- Navigation- UI Base- Resources/Trading- Marketing Research- Level Design- Assets
3. Tjedan: 05.10. - 11.10.	<ul style="list-style-type: none">- AI Navigation- Basic Faction Logic- Marketing Research- Level Design- Assets
4. Tjedan: 12.10. - 18.10.	<ul style="list-style-type: none">- Navigation Fix- Menu- Camera Controls- Combat Base Mechanics- Marketing Research- Level Design- Combat Particles/Animations- Assets
5. Tjedan: 19.10. - 25.10.	<ul style="list-style-type: none">- Saving/Loading- Ship Types and Upgrades- Combat AI- Marketing Research- Level Design- Combat Particles/Animations- Assets
6. Tjedan: 26.10. - 01.11.	<ul style="list-style-type: none">- Game DD Revision- InfoGamer Showcase Level- Random Shipwrecks/Treasure- Combat and Combat AI fix

	<ul style="list-style-type: none"> - Level Design - Assets
7. Tjedan: 02.11. - 08.11.	<ul style="list-style-type: none"> - InfoGamer Bugfixes - UI/Bugfixes - Level Design - Assets
8. Tjedan: 09.11. - 15.11.	<ul style="list-style-type: none"> - Game DD Refactoring - Finish Factions
9. Tjedan: 16.11. - 22.11.	- Stretch Goals: Fleet of ships?
10. Tjedan: 23.11. - 29.11.	- Stretch Goals
11. Tjedan: 30.11. - 06.12.	- Stretch Goals
12. Tjedan: 07.12. - 13.12.	- Bugfixes
13. Tjedan: 14.12. - 20.12.	- Release
14. Tjedan: 21.12. - 27.12.	- ???
15. Tjedan??	- Profit

Treba još definirati dosta stvari ali to ćemo znati tek kad GDD napravimo do kraja, jučer smo se svi tek skupili navečer tako da ovo je version 1.0.