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| Wanneer? | Wat moet af? | Wie doet wat? |
| Ma 28/9 | Begin aan player  Begin aan basis van enemies  Begin aan basis van power ups  Begin aan basis van water  Begin aan basis van platform  Extra taken:  Coins  Collectables | Michel  Wouter  Elionai  Ymke  Ella  Ymke |
| Do 1/10 | Verder werken aan player  Bat afmaken  Power ups afmaken  Water afmaken  Platform afmaken  Extra taken:  Coins  Collectables | Michel  Elionai  Wouter  Ymke  Ella  Ymke |
| Ma 5/10 | Ladder + player  Power up 2 & 3  Bat afmaken, extra enemy  Button voor platforms  Water + coin | Michel  Wouter  Elionai  Ella  Ymke |
| Do 8/10 | Crates + player  Pencil (+ throw for player)  Shark  Visuals (Ladder, walls, floor) + Button  Coin + startscherm | Michel  Wouter  Elionai  Ella  Ymke |
| Ma 12/10 | Crates + Player + Controls  Coincounter fixen + pencil  Shark jump + enemy death  Button afmaken + Visuals  Startscherm + sounds | Michel  Wouter  Elionai  Ella  Ymke |
| Do 15/10 | Crate + Raise water + uittekenen flow + Camera stoppen bij muren  Special Collectable (Jewel) + Score bijhouden  Eindpunt + Shark + Rat + Bat  Visuals  Startmenu | Michel  Wouter  Elionai  Ella  Ymke |
| Ma 19/10 | Level 2 maken  Start + eind animatie + Crate  Level 1 maken + Shark  Visuals afmaken + Verhaallijn  Sounds + High score screen | Michel  Wouter  Elionai  Ella  Ymke |
| Do 22/10 | Level 2 afmaken + polishing Victory animation afmaken (+Score overview) Level 1 afmaken  Visuals afmaken  Controls tab + Score overview  **Final concept** | Michel Wouter   Elionai Ella Ymke |
| Ma 26/10 | Reflecties |  |
| Do 29/10 | Game + report (final deadline) |  |
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13.30-15.30 maandag

15.00-17.00 donderdag

Powerup source: <https://www.raywenderlich.com/191-how-to-make-a-power-up-system-in-unity>

Breedte van level: 50 blokjes (exclusief muren)

Local News: Polar Ice has melted.   
Residents are urged to climb up as much as possible to avoid drowning in rapidly rising water.   
The city is going to be evacuated shortly.