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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 |  |  |
| Ma 19/10 |  |  |
| Do 22/10 | Final concept |  |
| Ma 26/10 | Reflecties |  |
| Do 29/10 | Game + report (final deadline) |  |

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>