Battle Pong

TASK	START DATE	END DATE	DURATION (WORK DAYS)	PERCENT COMPLETE
Analysis				
Brainstorm	10.12	11.12	1	100%
Sample ideas	10.12	11.12	1	100%
Definitive project	10.12	11.12	1	100%
Definition and description of the project	10.12	11.12	1	100%
Skiss	11.12	11.12	2	100%
UML	12.12	13.12	2	100%
GANTT CHART TEMPLATE	12.12	13.12	2	100%
Presentation	16.12	16.12	1	100%
Handledning	16.12	16.12	1	100%
Development: basic functions				
Learn pong specs /watch tutorial!	11.12	16.12	4	100%
Game state	17.12	19.12	3	100%
Game settings	17.12	19.12	3	100%
Game area /multiplayer handling	17.12	19.12	3	100%
Players	17.12	19.12	3	100%
Panel	17.12	19.12	11	100%
Ball & collision	20.12	31.12	12	100%
Sounds	20.12	22.12	3	100%
Merge all development files	23.12	24.12	2	100%
Handledning	20.12	20.12	1	100%
Development: extra functions				
Increased ball speed	08.01	08.01	1	100%
Decreased pad width	Cancelled		3	0%
Multiball	02.01	08.01	7	100%
Ghost mode /ball disappearing	Cancelled		3	0%
Switch command	Cancelled		3	0%
Levels implementation			3	0%
Handledning	02.01	02.01	5	100%