* Monday 9th
  + Gianmarco
    - Develop a UI design for the game on photoshop
  + Jonathan
    - Develop the base object oriented design and start the implementation
  + Yang
    - Develop testplan and start developing Junit in cohesion with Jonathan.
  + Olav
    - Handle the required management.
    - User features.
* Tuesday 10th
  + Gianmarco
    - Continue developing UI
  + Jonathan
    - Continue on the build.
  + Yang
    - Continue work on testing.
  + Olav
    - Handle the required management.
* Wednesday 11th