Title	Time (man-hour)	Assignee	Done	Comments		Total:	140
Render a square with a texture instead of the yellow arrow	15	FlygarN^, Barber	X			Each:	28
Implement actor system (Sprites, Animations and Actors)	20	FlygarN^, Barber	X				
Write Java version of FileManager	10	FlygarN^, Rapp, Barber	X				
Implement EventBus	10	Sebbe, Piggy	X				
Implement the platform system for our game model	30	Sebbe, Piggy, Rapp					
Review the logger (add variable parameter support)	5	Barber	X				
Implement gameloop	3	Barber	X				
Simple Physics system (collision and gravity)	15	Piggy, Rapp, Barber	X				
Documentation meeting	10	All	X				
Review documentation (Product backlog, Definition of done, Developer guidelines)	7	All	X				
Setup test enviroment	15	Piggy, Rapp, Sebbe	X				