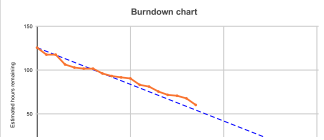
Wonopoly

Items

Total Hours Spend: 22.75h

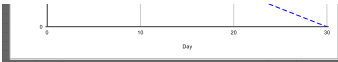
Total Estimate: 125,8

Item ID	Priority	Backlog Item	Owner	Estimate	Day: 0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
		Hours worked:			0	0	2	3	3,5	1,25	0	5,5	2,95	1,5	1,25	7,3	2	5,65	3,8	1	3	7,5	0	0	0	8	0	0	0	0	0	0	0	0	0
V1 Interactable board				**22,5**	**Deadline: 1 mei**																														
V0.1 Planning																																			
1	HIGH	Vision document	LF, JK	2	0	2	0	1																											
2	HIGH	UML	LF, JK	2	0	3	0	1,5																											
3	HIGH	Backlog	LF, JK	1	0	3	0	1,5																											
4	MEDIUM	GUI's	LF	1	0			1																											
V0.2 Board																																			
4	HIGH	Project setup	JK	0,5	0			0,25																											
5	MEDIUM	MainMenuWindow	JK	1	0			1																											
6	HIGH	GameWindow	LF	1	0			2																											
7	HIGH	Game	JK	0,5	0			0,5																											
8	HIGH	Board	LF	0,5	0			0,5																											
9	HIGH	BoardGraphicsScene	JK	3	0			0,25	0	1																									
10	HIGH	Square	LF	0,5	0			0,5																											
11	HIGH	SquareGraphicsItem	JK	3	0			0,25	0	0,25																									
V0.3 Player movement																																			
12	HIGH	Player	LF	0,5	0				0,5	0	0	1																							
13	HIGH	PlayerGraphicsItem	LF	2	0				0,5	0	0	3																							
14	HIGH	Dice	JK	1	0			0,5	0,5																										
15	HIGH	DiceGraphicsScene	JK	2	0			0,5	1,5																										
16	HIGH	Player::Move	LF	0,5	0				0,5																										
17	HIGH	Game::Move	LF	0,5	0							0,5																							
18	HIGH	Update UML	LF	1	0							1																							
V2 Owning properties				**27,1**	**Deadline: 8 mei**																														
V1.1 Player properties					Deadline: 4 mei																														
18	HIGH	Card	JK	0,5	0								0,1																						
19	HIGH	CardList	JK	0,5	0								0,5																						
20	LOW	CardWidget	LF	3	0								1,5																						
21	HIGH	Money	JK	0,1	0								0,1																						
22	HIGH	Balance	JK	0,5	0								0,75	0	0,25																				
23	MEDIUM	Bankruptcy	JK	1	0										1																				
24	MEDIUM	Create a player list + show current player	LF	4	0									1,5	0	1,5																			
V1.2 Streets																																			
25	HIGH	StartSquare	LF	0,5	0										0,5																				
26	HIGH	StreetSquare	JK	2	0													0,5																	
27	HIGH	StreetCard	JK	1	0													1,25																	
28	HIGH	StreetSquare::doEffect	JK	2	0													0,75																	
29	LOW	SquareGraphicsItem textures	JK	0,5	0													0,5																	
V1.3 Buying																																			
30	HIGH	PurchaseWindow	LF	3	0										3																				
31	HIGH	AuctionWindow	LF	3	0										2		2	1																	
32	HIGH	StreetSquare::doEffect aanpassen	LF	1	0													1																	
V1.4 Stations																																			
33	HIGH	StationSquare	JK	0,5	0													0,1																	
34	HIGH	StationCard	JK	0,5	0													0,1																	
35	HIGH	StationSquare::doEffect	JK	1	0													0,25																	
V1.5 Company																																			
36	HIGH	CompanySquare	LF	0,5	0										0,1																				
37	HIGH	CompanyCard	LF	0,5	0														1																
38	HIGH	CompanySquare::doEffect	LF, JK	1,5	0										0,1		0	0,1	2	1															
39	HIGH	Refactoring	LF, JK	4	0																	1	2												
40	HIGH	Update UML	LF	2	0																	2	5,5												
V2 Other square functionality				**7,1**	**Deadline: 10 mei**																														
V2.1 Simple squares																																			
41	HIGH	IncomeTaxSquare	LF	0,5	0																														
42	HIGH	FreeSquare	LF	0,2	0										0,1																				
43	MEDIUM	ChanceSquare	JK	0,2	0														0,2																
44	MEDIUM	CommunityChestSquare	JK	0,2	0														0,1																
V2.2 Jail																																			
45	HIGH	Jail	LF	2	0														0,2																
46	HIGH	JailSquare	JK	1	0														0,25																
47	HIGH	PoliceSquare	JK	1	0														0,25																
48	MEDIUM	Implement Jail into Game	LF	2	0																														
V4 Gameloading				**10**	**Deadline: 11 mei**																														
49	HIGH	Gameloader (Squares)	LF	5	0																														
50	HIGH	Gameloader (Cards)	JK	3	0																														
51	HIGH	Gameloader (Players)	LF	1	0																														
52	MEDIUM	Gameloader (Jail)	JK	1	0																														
V5 Building				**13,1**	**Deadline: 15 mei**																														
V4.1 Interactable cards																																			
53	HIGH	CardActions	LF	1	0																														
54	MEDIUM	CardActionsWindow	JK	2	0																														
55	MEDIUM	CardListWindow	LF	3	0																														
56	MEDIUM	PlayerSelectionWindow	JK	1	0																														
V4.2 Build option																																			
57	HIGH	StreetCard::BuildTier	JK	0,1	0													0,1																	
58	HIGH	StreetSet aanpassen	JK	3	0																														
59	HIGH	CardActions building	JK	3	0																														
V6 Other actions				**16**	**Deadline: 19 mei**																														
V5.1 Selling																																			
60	HIGH	CardActions selling	LF	3	0																														
61	HIGH	CardActions downgrading	LF	3	0																														
V5.2 Morgage																																			
62	HIGH	CardActions morgage	LF	3	0																														
V5.3 Trading																																			
63	LOW	Trade	JK	2	0																														
64	LOW	TradeWindow	JK	5	0																														
V5.3 Auction Rework																																			
65	HIGH	Rework auctioning	LF	5	0																														
V7 Action cards				**18**	**Deadline: 21 mei**																														
65	LOW	ChanceSquare	LF	3	0																														
66	LOW	ChanceCard	LF	3	0																														
67	LOW	CommunityChestSquare	JK	3	0																														
68	LOW	CommunityChestCard	JK	3	0																														
69	LOW	Update Gameloader	LF, JK	3	0																														
70	LOW	Update CardActions	JK	3	0																														
V8 Final				**7**	**Deadline: 25 mei**																														
V7.1 Polishing																																			
71	HIGH	Debugging	LF, JK	7	0																														
72	LOW	UI Polish	LF	7	0																														
73	LOW	Quality of life	JK	7	0																														
V7.2 Revisioning																																			
74	HIGH	Revision UML	LF	7	0																														
75	HIGH	Refector code	JK	7	0																														
					Total hours remaining:	125,8	117,8	117,8	108,5	103,0	101,8	101,8	96,3	93,35	91,85	90,6	83,3	81,3	75,65	71,85	70,85	67,85	60,35											



Verantwoordelijkheden:
- UML updaten na elke versie
- Backlog updaten (github)
- Voortgangsporiten
- Deadlines
- Uploaden

Verantwoordelijke:
Liam Froyen
Jesse Kevse
Jesse Kevse
Jesse Kevse
Liam Froyen



Hours of estimated work per person:		LF	JK	LF, JK	LF	JK	LF, JK
				2			3
Total estimated hours of work per person:				2			4,5
LF	59,7			1			4,5
JK	52,6	1				1	
LF, JK	13,5						
TOTAL	125,8		0,5			0,25	
			1			1	
Total actual hours of work per person:		1				2	
LF	33,7		0,5			0,5	
JK	13,95	0,5			0,5		
LF, JK	18,2		3			1,25	
TOTAL	65,45	0,5			0,5		
			3			0,5	
		0,5				1,5	
		2				3,5	
			1			1	
			2			2	
		0,5			0,5		
		0,5			0,5		
		1			1		
			0,5			0,1	
			0,5			0,5	
		3			1,5		
			0,1			0,1	
			0,5			1	
			1			1	
		4			3		
		0,5			0,5		
			2			0,5	
			1			1,25	
			2			0,75	
			0,5			0,5	
		3			3		
		3			5		
		1			1		
			0,5			0,1	
			0,5			0,1	
			1			0,25	
		0,5			0,1		
		0,5			1		
				1,5			3,2
				4			3
		2			7,5		
		0,5			0		
		0,2			0,1		
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