The first Project plan:  
vecka 1: Snabb research, där vi kollar vad som gjorts tidigare och vad andra har gjort för liknande idéer tidigare, några intervjuer där vi frågar användare vad de tycker om vår idé och om de har eventuella förbättringar.

vecka 2: lägger upp en mer specifik plan med vem som gör vad, när. Antar att vi måste göra en kravspecifikation här också

Vecka 3-7: bygga spelet och hemsidan och ta alla problem. Några deadlines per vecka typ. Stämma av det vi har gjort.

Vecka 8-10: testa, testa, testa!! Här har vi även rum för eventuella problem som kan ha uppstått. Förfina

## Real project plan:

Week one  
Brainstorm about what game we want to do and what the website should look like and also what content there should be on every page. Came up with a theme for the game, did some sketch on the website and game, defined the idea and wrote a first edition of a requirement specification. We decided to use Unity to develop the game. We tested some other games, what was good and what was bad about them. We also looked at other websites for inspiration.

According to the first plan, we would also do interviews but we found that it was difficult since we have no clear vision of the project yet.

### Week two

Worked on a second edition of the requirement specification. We decided that we should work with the framework Flask to python, because we feel that it is manageable to learn within the time we have.

We created a small flow chart for the website.

We also created a game prototype to test some gameplay and how to work with Unity.

Kristina still have not told us what we should do. Dimitris has said that we should plan a week at a time.

### Week three

Learn Flask and Unity. Do a wireframe for the website and then start building website and a game prototype for early testing.