

| | Game Naam | Trello Link | Documenten | Game Regels | Stand-Ups | Github Game Repository | Github Inlever Repository | | | |
|-----------|------------------------|------------------------------------|----------------------------|--------------------------|-------------------------|----------------------------|-----------------------------------|-----------------------------------|--|--|
| | NifflHeim | Link | Link | Link | Link | Link | Link | | | |
| Teamleden | Brecht Sohier | Brett Schuurung | Alex Broking | Brandon Ruigrok | Sjors van der Kleij | Abdelaziz Elbaze | Thomas Linsen | Gezamenlijk | Sprint Feedback | |
| week 1 | Mythe kiezen | Mythe kiezen | Mythe kiezen | Mythe kiezen | Mythe kiezen | Mythe kiezen | Mythe kiezen | Spelconcepten bedacht | x | |
| | Overleg game ideeën | Overleg game ideeën | Overleg game ideeën | Overleg game ideeën | Overleg game ideeën | Overleg game ideeën | Overleg game ideeën | spelconcept gekozen | x | |
| | | Concepten game ideeën | Trello | | Soul slash(geschrapt) | | Soul-spawning & movement | spelregels, trello, discord, | x | |
| | | Discord aanmaken | Stand-up Logboek | | Soul Shoot | Unity op mobile | Portaal & bewegende road | Concept geschrapt / nieuw concept | x | |
| Week 2 | | | | | | | | | | |
| | styleboards | Concepts Environments | Player Running Lanes | Health & Soul Collection | Soul Shoot | Testing movement on mobile | Health UI | Begonnen aan 2de idee | Duidelijker zien wanneer kleur wisselt | |
| | sketches | Mockups Game mechanics | Game Regels | Color script (Vervangen) | Sprint Review Schema | | Soul-count UI | | Trello verbeteren & User Stories | |
| | character modeling | Boodschappenlijstje maken | | Aantekeningen maken | | | ? | Voorbereiden op eerste review | Vergeet audio niet | |
| | horse modeling | | Stand-up Logoek | | | | | Sprint Review | Meerdere versies playtesten | |
| Week 3 | | | | | | | | | | |
| | horse rig | UI Schetsen | Trello verbeteren | Boss health | Trello verbeteren | fix mobile swipe | cape-flashing effect | Sprint Review Besproken | | |
| | character rig | UI Uitwerking | User Stories | Audio | User Stories | | Implemented horse model | Stemmen beste UI | | |
| | armor modeling | | Shooting & Bullet | | shooting button | | Improved soul-spawning | | | |
| | | | Stand-up Logboek | | | add art | Improved performance | | | |
| Week 4 | | | | | | | | | | |
| | cape | Environment schetsen/ Uitwerkingen | Souls Particle | Pause | shooting button | main menu | Souls spawn-patronen | | | |
| | horse rig + fix | Environment textures | | Audio fix | user tests | | Souls snelheid verhogen over tijd | | | |
| | scratched cape idea | Portal schetsen | | | | | Soul-bug fixen | | | |
| | study unity cloth | Bridge Uitwerking | | | | add art | Bridge model implementeren | | | |
| Week 5 | | | | | | | | | | |
| | horse rig last touches | Portal uitwerking | ScreenShake | Sound effects player | used package for water | make new scene | Souls-pickup bug gefixt | | | |
| | horse run cycle | brug 2 schetsen | Boss Health Bar UI | AI het audio erin werken | simulating water | transfer old to new scene | | | | |
| | right attack | brug 2 uitwerkingen | Souls Removed | | | Merge package | | | | |
| | left attack | | Trello Uitwerking | | | add art | | | | |
| Week 6 | | | | | | | | | | |
| | hit animatie | Nieuwe textures brug 1 | Lvl 1 => Lvl 2 | Game Over | fixing github problems | Merge package | Speed-bug fixen | | | |
| | animaties fixen | | New lvl after killing boss | Hotfixes | implementing animations | Merge package | | | | |
| | uv's character fixen | | Shooting Particle | | | Merge package | | | | |
| | anims implementen | | | | | add art | | | | |