**Final Report**

* Some information.

**1st Week**

* Little AI planning, Game planning

(in context with feature driven development, issues, achievements)

**2nd Week**

* Game Development (the gui version)

(in context with feature driven development, issues, achievements)

**3rd Week**

* Game Development (the 3d version - vol.1)

(in context with feature driven development, issues, achievements)

**4th Week**

* Game Development (the 3d version - vol.2)

(in context with feature driven development, issues, achievements)

**5th Week**

* Coming soon (AI planning)

**6th Week**

* Coming soon

**7th Week**

* Coming soon

**8th Week**

* Coming soon

**9th Week**

* Coming soon

**10th Week**

* Coming soon

Additional Things

* Game Description
* AI Description
* AI Design
* State Diagram (Game Unit AI)
* Class diagram (Game, AI)
* Feature list (Game, AI)

