Anton Bittner	Tätigkeit	Datum	Zeitaufwand
	Engine (slick2D, lwjgl), Recherche	20170104	1,25
	Slick	20170105	1,5
	Slick	20170105	1,25
	programmieren Bomberman, recherc	20170108	3
	programmieren Bomberman, recherc	20170108	4,5
	Test zur Klasse Wall	20170111	3,5
	Test JUnit	20170112	2
	TS-Treffen (Beschlusse)	20170114	1,5
	Java Timer, Server, Senden, Empfar	20170117	2,5
	Programmieren, Timer, Scheduler	20170119	3,5
	Timer, Doku, TimerBsp	20170120	6
	Server	20170123	1
	Server	20170201	2
	Server, Client	20170202	4,75
	k.A.	20170203	3
	k.A.	20170205	3
	k.A.	20170207	6
	k.A.	20170208	4
	k.A.	20170209	3
	k.A.	20170210	4,5
	k.A.	20170221	4
	k.A.	20170222	6
	k.A.	20170223	5
	k.A.	20170225	3
	k.A.	20170228	2
	k.A.	20170303	3
	k.A.	20170305	2
	k.A.	20170305	1
	k.A.	20170305	1,25
	k.A.	20170306	3
	k.A.	20170307	1,5
	k.A.	20170308	3,5
	Schnittstelle	20170309	2,75
	Meeting	20170309	2,5
	Server, Client	20170311	1
	Meeting	20170315	1,5
	Server, Client, Spiel verbinden, Schr	20170315	1
	Protokoll anpassen, Kodieren, Deko	20170316	5,5
	k.A.	20170317	5,5
	k.A.	20170319	0,5
	k.A.	20170320	6
	k.A.	20170321	2,25
	k.A.	20170321	2
	k.A.	20170322	1

Meeting + senden empfangen	20170322	3,5
Server, Client usw.	20170323	4
Server, Client usw.	20170323	2
Server, Client usw.	20170324	3,5
Server, Client usw.	20170324	2
Server, Client usw.	20170324	6,75
Server, Client usw.	20170325	1
Server, Client usw.	20170329	4
Server, Client usw.	20170330	2
Server, Client usw.	20170330	0,5
BombermanManagementServer, Ga	20170331	2
BombermanManagementServer, Ga	20170331	2
Summe:		155,5