Plan of approach

12 februari

* ~~getting familiarized with QT 5.6~~
* ~~making an object clickable~~
* ~~implementing 2D overlay~~

19 februari

* ~~spawning electrons~~
* ~~implementing menu~~

26 februari

* construct a demo to test interactions between different objects
  + ~~increase height poles -> increase of height of electrons~~
  + **~~goal indicators (colors / speedometer)~~**
* **~~find a solution for the “multiple level crash”~~**
* semi-random bug: crash on returning to level screen from gamescreen
  + cause: unknown
* ~~esthetics menu (buttons, …)~~
* ~~writing to text file (# stars you earned)~~
  + ~~detect if level finished~~
  + ~~write to text file (ofstream)~~
  + ~~text file (#level, #starsEarned, #2stars, #3stars)~~
  + ~~congrats screen: continue, select level, retry level~~
* ~~restart level button~~
* ~~fixing skybox~~
* ~~more options (sound)~~
* ~~make sure you can’t put cylinders too low (so no more error messages)~~
* *fix speedometer alignment*
* *slider bug testing* 
  + *sound volume influences background music, not just SFX*

4 maart

* Weerstanden showen op een geode manier
* implementing example level (including goal and reward)
  + **~~show number of clicks~~**
  + *medals*, …
* **self-testing usability on tablet**
* palen en palen palen
* different e- possibilities:
  + speed
  + size
  + quantity
* steps:
  + ~~load different levels~~
  + add goal indicators
  + add initial values
  + add adjustable step
  + add number of click goals

11 maart

* Implementing a social aspect (google playing games api)
* User tests (professor to be determined)

18 maart

* Create tutorials
  + Next user test should be able to be completed without much help
  + Use guidelines from last year

25 maart

* User tests (professor to be determined)
  + This time with adjustments from last user test and with tutorials