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

* *bounding box -> hitbox -> set yourself*
  + onclick
* ~~making resistor visual~~
* *~~fix object picker~~*
* checking the stars
* adding more usability to cameras
* fixing crash bug
* ~~changing back speed -> size electrons~~
* adding click usability
* ~~checking if all goals are met~~
* Fix click
* User tests (professor to be determined)

18 maart

* *//Implementing a social aspect (google playing games api)*
* ~~Leaderboard~~
* **~~Camera should be good~~**
* ~~Writing to file~~
* **Eligibility (make buttons / text easy to read)**
* **Changing speedometer to image of squid**
* **Add switch code**
* Fixing toggle buttons
* Do we really we want voltage to affect resistor thickness?
* 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

Pr-Easter week

* +prep user tests

# Monday

* ~~Email users for user test~~
* Code switch
* Make tutorials ready for use

# Tuesday

* Make opmaak more flashy
  + No kwallen if no stroom goal
  + Change win screen (delay)

# Wednesday

# Thursday

* Update comments in code so that we can hand it in
* Make layout paper

# Friday

# Optional

* Crash bug?
* Look at general updates that can be done with code
* Language settings
* Animation on change