Activiteit	Uren	Datum
Ideeen bedenken	3	12/09/2022
Ideeen kiezen	3	15/09/2022
Presentatie maken	5	17/09/2022
Presentatie voorstellen	1	03/10/2022
Solicitatiebrief maken	7	16/09/2022
CV maken	3	21/10/2022
Planning beginnen	5	22/10/2022
Lexicon maken	5	23/10/2022
Trello Board	3	24/10/2022
Wireframes maken	5	01/11/2022
Design	5	02/11/2022
Color Scheme	3	03/11/2022
Homepagina	5	15/11/2022
About me pagina	3	17/11/2022
Stage page	3	19/11/2022
Game	9	22/11/2022
Database maken	12	25/11/2022
Research doen	9	01/12/2022
Unity Tutorials	9	02/12/2022
Unity downloaden	3	03/12/2022
Unity configueren	1	04/12/2022
Project starten	3	06/12/2022
verhaal denken	3	07/12/2022
verhaal schrijven	5	08/12/2022
details	3	09/12/2022
c# tutorials	5	06/01/2023
c# leren	5	07/01/2023
muziek zoeken	3	08/01/2023
muziek importeren	3	09/01/2023
map maken	9	10/01/2023
movement	5	11/01/2023
first-person camera	5	12/01/2023
enemy ai	9	13/01/2023
enviroment	7	14/01/2023
game sounds	9	15/01/2023
fx effects	5	16/01/2023
objective	5	20/01/2023
trailer maken	5	30/01/2023
javascript	3	30/01/2023
project settings	5	31/01/2023
menu	5	01/02/2023
animaties	11	02/02/2023
assets zoeken	7	04/02/2023
assets importeren	3	05/02/2023
lightning	11	06/02/2023

items	9	07/02/2023
enemy movement	3	08/02/2023
enemy tracking	3	09/02/2023
sound effects	3	10/02/2023
character model	3	13/02/2023
lexicon op site	7	14/02/2023
teleporter	5	16/02/2023
bugs fixen	13	21/02/2023
site animaties	5	23/02/2023
documenten op site	3	25/02/2023
splashcreen maken	7	01/03/2023
intro scene	15	03/03/2023
intro-text scene	5	06/03/2023
begin stage	0	13/03/2023
einde stage	0	25/03/2023
nieuwe scene maken	13	20/04/2023
scene uitbreiden	9	22/04/2023
nieuwe assets	5	24/04/2023
bugs fixen	7	26/04/2023
lightning	5	29/04/2023
shaders	7	03/05/2023
jumpscare maken	5	05/05/2023
stalker toevoegen	7	06/05/2023
stalker animaties	3	07/05/2023
credits roll	5	08/05/2023
websites updaten	7	10/05/2023
finishing touches game	13	12/05/2023
finishing touches website	13	20/05/2023