

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

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