**Planning: Tasks: Who?** ✓**Checks: Priority:**

Deze week: speelbare prototype af! Y&T 1  
 Turrent placement Y&T ✓   
 Turrent Behaviour T 2  
 Base health T 3  
 Interface turrents/soldiers Y 5  
 Your base T ✓  
 Enemy base T ✓  
 Paths T 4  
 Enemy Units T ✓

Vakantie(yron): UI Y   
 allied soldiers T ✓  
 enemy base health T

Week 1: Testing Y&T  
 Bug-Fixing Y&T  
 Polishing Y&T

Week 2: Testing Y&T  
 Bug-Fixing Y&T  
 Polishing Y&T