(needs to be way more detailed)

Tasks for these weeks (roughly)

Week 5

* Fully finished Game-design document.
* Fully finished Technical-design document.
* Created a trello featuring these documents.
* Create final Project plan (a template too)
* Asset list

Week 6

* First rough PoC with simple controls and the base mechanics

Week 7

* First prototype and first feedback phase
* Process feedback and add more content

Week 8

* Add final touches
* Present game