**Uren registratie:**

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| Onderdeel | Geschatte uren: | Gewerkte uren |
| Documentatie/ overleg |  |  |
| Brainstorm/takenverdeling |  | 2.5 |
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| Onderdeel | Geschatte uren: | Gewerkte uren |
| Development(han) |  |  |
| Ai | 20 | 28 |
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| onderdeel | Geschatte uren: | Gewerkte uren |
| Digital Arts(han) |  |  |
| Character | 10 | 8 |
| Gebouw | 20 | 23 |
| Overig | 6 | 5 |
| achtergrond | 3 | 3 |
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| Onderdeel | Geschatte uren: | Gewerkte uren |
| Unity(han) |  |  |
| implementatie | 5 | 15 |
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| Onderdeel | Geschatte uren: | Gewerkte uren |
| Development(oualid) |  |  |
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| Onderdeel | Geschatte uren: | Gewerkte uren |
| Digital Arts(oualid) |  |  |
| models |  |  |
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| Onderdeel | Geschatte uren: | Gewerkte uren |
| Unity(oualid) |  |  |
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| Onderdeel | Geschatte uren: | Gewerkte uren |
| Development(vera) |  |  |
| Interact | 25 | 20 |
| Menus | 10 | 20 |
| Level loading/saving | 10 | 10 |
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| Onderdeel | Geschatte uren: | Gewerkte uren |
| Digital Arts(vera) |  |  |
| Gebouw | 10 | 10 |
| Character | 15 | 20 |
| Roads/park | 10 | 5 |
| Stealables | 10 | 7,5 |
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| Onderdeel | Geschatte uren: | Gewerkte uren |
| Unity(vera) |  |  |
| implementatie | 25 | 30 |
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| Onderdeel | Geschatte uren: | Gewerkte uren |
| Development(mijs) |  |  |
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| Onderdeel | Geschatte uren: | Gewerkte uren |
| Digital Arts(mijs) |  |  |
| Gebouw | 23 | 27 |
| Character | 10 | 8 |
| Overig | 10 | 9 |
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| Onderdeel | Geschatte uren: | Gewerkte uren |
| Unity(mijs) |  |  |
| Implementatie | 0 | 1 |
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