

Task ID	Description	Complexity	Justification
Meeting8	Meeting with stakeholders (Ryan & Ruthger)	Small	1 Meetings
Meeting9	Group meeting GM4	Small	4 Meetings
Meeting10	Meeting with Supervisor GM4	Small	2 Meetings
Code21	Pop-up window refactoring	Medium	Lots of testing (because Godot lacks dedicated resize method) + implementation
Code22	Line length limiter	Medium	New UI elements + lots of testing with different text inputs + implementation
Code23	Syntax highlighting quality improvement	Small	Testing + implementation of a small if statement
Code24	Compile button	Small	Adding a button to the editor, sending reference from ControlPane to MainWindow, using existing compile functionality
Code25	Improved file tree	High	New features had to be connected to many other parts of the system
Code26	DevTool	Medium	Writing proposal and start of development
Code27	Connect pop-up to actions	Small	Some Godot signal handling and simple code
Code28	Tab-System V1.1	Small	Adding multiple additional features, Easy to implement due to already having created helper functions
Code29	Refactoring	Small	Changed some references and moved code to new class
Documentation8	Code review	Medium	10 pull requests and Reviews
Documentation9	Google slides for presentation GM3	Small	8 Slides