Art+Game

Team Member	Major Roles	Time Spent
Danilo Mischke	Test Manager, Analyst, Designer, Deployment Manager,	56:32:32
Albert Geisbauer	Project Manager, Change Control Manager	51:12:02
Beraat Tasdelen	Process Engineer, Configuration Manager	60:53:05
Eduard Badacin	-	-
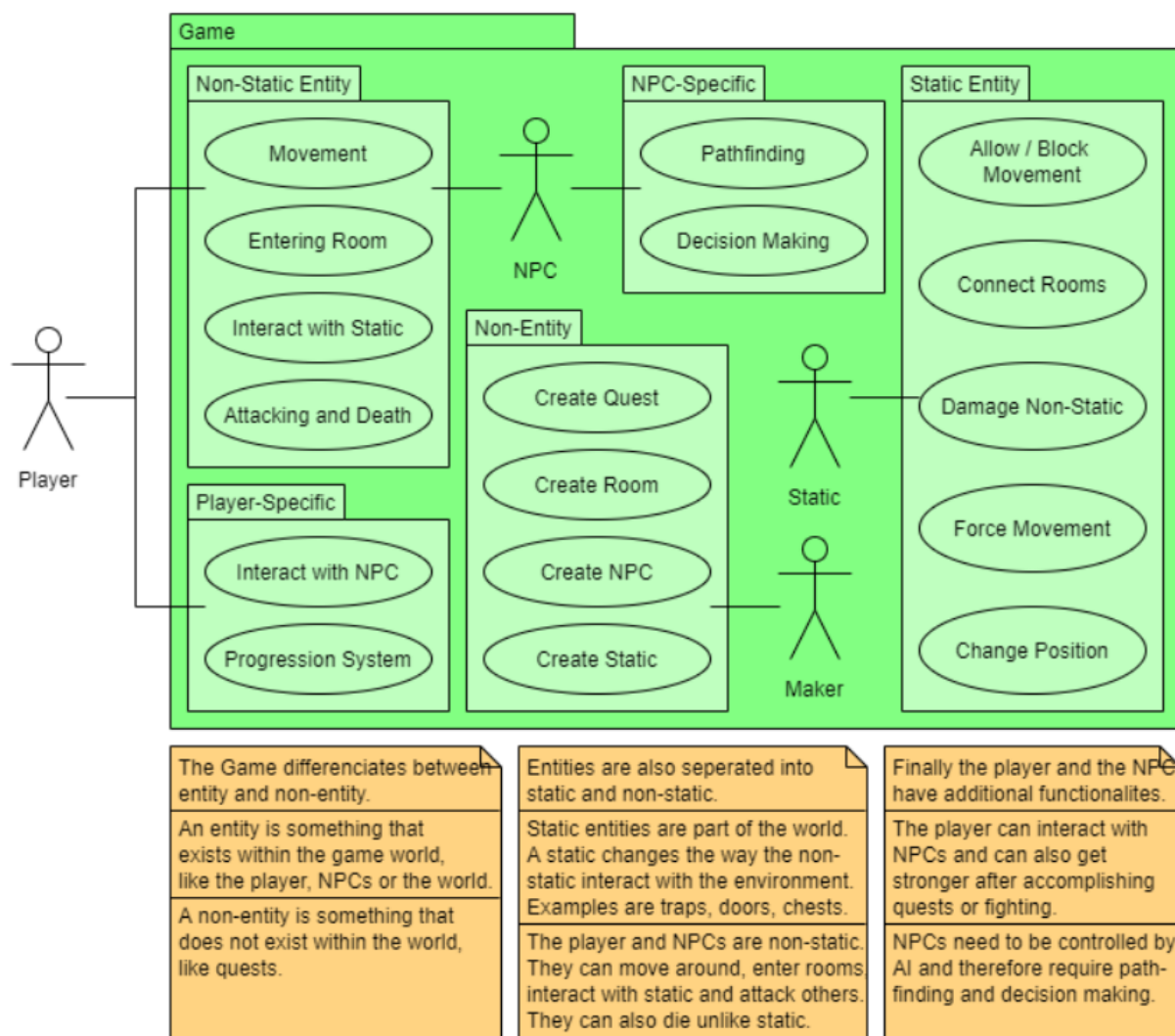
Until December we will have implemented the Non-Static Entities and the NPC-Specific use cases.

Until June we will implement the Player-Specific use cases, the Static-Entity and Non-Entity.