**To Do (10-04)**

1. **Toestandsdiagram**
2. **Klassendiagram methods to be looked at (concrete?)**
   1. show\_planets() -- List (& Visual)
   2. next\_turn() – (??, buttons, OK etc.)
   3. show\_information() – (Information planet)
   4. calculate\_progression() – **Jelle**
   5. update\_technologies() – **Robin**
   6. set\_research\_focus()
3. **Klassendiagram in Paradigm – Jonathan**
4. **Planet rings – Michiel**
5. 11 ringen:
   1. 2 ringen voor GZ
   2. 3 ringen in GZ
   3. 6 ringen na GZ
6. 5-7 ringen actief
   1. Minstens 1 in de GZ
7. **Events -- Everyone**

* Types of disasters
* Types of breakthroughs

1. **Check tech values to prevent user from winning turn 1 (code)**
2. **Tkinter (standard gui lib) (?) (code)**

**Bryan**

* + - **!! How advanced is my organism when it escapes its home planet? (cfr. calculate\_progression() == Energy output)**
    - **Samenvatting**

**ADDED ON 11/04:** formula for population growth and consequences when exceeding max\_population?