**Planning OOP Project A5b**

**Week 2:**

* Learning about F1 and the tools we are going to use during the project
* Create initial version of UML
* Read rubric and look at the points we have to pay attention to
* *Brainstorming about features we might add (eg. multiplayer, a minimap, 3d model showcase of cars, etc.) and how we should add it.*

**Week 3:**

* Hand in UML
* Create JSON database
* Start with GUI
* *Brainstorming about features we might add (eg. multiplayer, a minimap, 3d model showcase of cars, etc.) and how we should add it.*

**Week 4:**

* Demo JSON database (Writing and reading: drivers, cars, engines, etc.)
* Demo GUI (Loading screen, menu at top and all components for basic functionality, settings window, save to db on close, etc. , all F1 themed.)
* *Sprint 1 review (week 2 and 3)*

**Week 5:**

*To be added*

**Week 6:**

* Demo next version GUI (Close to final version: Almost no bugs, most functionality and clean version, probably still needs some tweaking)
* initial version of team configuration (Player should now be able to create a team and configure it. The player also should be able to start a season.) & JSON db for players
* *Sprint 2 review (week 4 and 5)*

**Week 7:**

*To be added*

**Week 8:**

* *Sprint 3 review (week 6 and 7)*

**TEAM A5b:**

Wouter van Lil 4551389

Elias Ait Larbi 4469313

David Happel 4595599

Tim Pelser 4571967