

René

Setup libGdx and 3D rendering system (8 hours)

Create terrain generator (12 hours)

Create and import 3D models for the ball, pole and trees (8 hours)

Create an entity management system for multiple entities of the same kind (only used for trees for now) (3 hours)

Create the logic for moving the ball around and being able to use data read from a file to setup the course (excluding the actual reading of files) (2 hours)

Create the UI for repositioning a ball after hitting the water (4 hours)

Create the logic for repositioning a ball after hitting the water (3 hours)

Merging code from multiple people (10 hours)

Helping people to setup libGdx and the project (5 hours)

Create the presentation (3 hours)

Fill out the team charter (2 hours)

Create the planning (3 hours)

Total: 63 hours

Aaron

Main menu UI (15 hours)

Course design UI (3 hours)

Total: 18 hours

Matthijs

Space parser (6 hours)

Function parser (12 hours)

Calculation of formula (4 hours)

Total: 22 hours

Jean

2D in-game UI for shooting a ball (10 hours)

Ivan

Calculating derivatives for physics engine

Haoran