

René Steeman

Setup libGdx project 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 Schapira

Main menu UI (15 hours)

Course design UI (3 hours)

Total: 18 hours

Matthijs Kusters

Space parser (6 hours)

Function parser (12 hours)

Calculation of formula (4 hours)

Total: 22 hours

Jean Janssen

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

Total: 10 hours

Ivan Poliakov

Research on various physics engine features (5 hours)

Software structure + physics engine (10 hours)

Helping Matthijs with the function spaces parser (2 hours)

Helping to merge back- and frontend (6 hours)

Total: 23 hours

Haoran Luan

Total: 0 hours