René:

Setup libGdx and 3D rendering system

Create terrain generator

Create and import 3D models for the ball, pole and trees

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

Create the UI for repositioning a ball after hitting the water

Create the logic for repositioning a ball after hitting the water

Merging code

Helping people to setup libGdx and the project

Create the presentation

Aaron:

Main menu UI

Course design UI

Matthijs:

Function parser

Calculation of formula

Jean:

2D in-game UI

Ivan:

Calculating derivates for physics engine

Haoran: