

Week	Assignment	Peter	Simon	Ludwig
9	Compose Requirements specification Have a meeting with project assistant	3 0,5	3 0,5	3 0,5
10	Compose Analysis & Design document Complete first three Slick2D tutorial	3 8	3 8	3 8
14	Supplemented Requirement Specification and Analysis & Design document Read the chapters: Slick Framework, Graphics, Input in the Slick User Manuel	2 6	2 6	2 6
15	Supplemented Analysis & Design document, wrote the Follow up report. Created in game menu. Done research and started planning of server client connection. Begun with creating maps and importing them into the game. Done research, planned the gameplay and begun coding the gameplay	4 6	5 7	10
16	Continue with helping Simon and Ludwig with gameplay and server-client connection. Begin with server-client connection. Continue with the gameplay.	8	10	11
17	Continue with helping Simon and Ludwig with gameplay and server-client connection. Continue with server-client connection. Continue with the gameplay.	8	11	9
18	Continue with helping Simon and Ludwig with gameplay and server-client connection. Continue with server-client connection. Continue with the gameplay. Updating Requirements specification document Updating Analysis & Design document Summarize our timelog document	8   2 4 2	8	10
19	Finishing the game Finishing Requirements specification document Finishing Analysis & Design document Finishing timelog document User Guide Javadoc	18 2 3 1 2	20 1 1  2	19 2 2  3
		90,5	87,5	88,5