Vorgangsname	Anfang	Dauer		02. Dez '13		09. Dez '13
			F S S	M D M D F S S	M D M D F S
UI, Rendering, Settings	*Fr 29.11.13*	*11 Tage*			
Settings	Fr 29.11.13	5 Tage		Constantin	
ProgressManager	Fr 29.11.13	2 Tage		Christof, Gabriele	
GeoCoordinates, Tile	Fr 29.11.13	2 Tage		Fabian, Tom, Sebastian	
TextureManager (Platzh.)	Di 03.12.13	1 Tag			
Matrix / Vektor	Fr 29.11.13	1 Tag			
SphereGeometry	Mo 02.12.13	5 Tage			
PlaneGeometry	Mo 02.12.13	5 Tage			
Camera	Mo 09.12.13	3 Tage			
LocationManager (Platzh.)	Fr 29.11.13	1 Tag			
Swing-UI	Mi 04.12.13	5 Tage			
Renderer-Main	Do 12.12.13	2 Tage			
Vertex buffer objects	Di 10.12.13	2 Tage			
SphereTessellator	Fr 29.11.13	7 Tage			
PlaneTesselator	Fr 29.11.13	7 Tage			
Renderer-Scheduling	Mo 09.12.13	3 Tage			
HTTPUtils	Mo 09.12.13	3 Tage			
Geometrie-Test	Fr 29.11.13	11 Tage			
Kachelmesh-Test	Fr 29.11.13	11 Tage			
Settings-Test	Fr 29.11.13	11 Tage			
Matrix- / Vektor-Test	Fr 29.11.13	11 Tage			
ProgressManager-Test	Fr 29.11.13	11 Tage			
HTTPUtils-Test	Fr 29.11.13	11 Tage			
Externe Daten	*Mo 16.12.13*	*5 Tage*			
SRTMBinarySource	Mo 16.12.13	1 Tag			
SRTMTileSource	Di 17.12.13	2 Tage			
HeightMap	Do 19.12.13	2 Tage			
OSMTileSource	Di 17.12.13	2 Tage			
RequestDistributor	Mo 16.12.13	2 Tage			
TextureSource / -Cache	Mi 18.12.13	1 Tag			
FileSystemCache	Mo 16.12.13	3 Tage			
MemoryCache	Mo 16.12.13	3 Tage			
TextureManager	Do 19.12.13	2 Tage			
HeightMap-Test	Mo 16.12.13	5 Tage			
Caching-Test	Mo 16.12.13	5 Tage			
SRTMTileSource-Test	Mo 16.12.13	5 Tage			
Texturkachel-Test	Mo 16.12.13	5 Tage			
Suche, POIs	Mo 06.01.14	5 Tage			
NominatimSource	Mo 06.01.14	2 Tage			
OverpassSource	Mo 06.01.14	2 Tage			
LocationManager	Mi 08.01.14	2 Tage			
Renderer: Overlays	Mo 06.01.14	4 Tage			
JoglEarth-Main	Fr 10.01.14	1 Tag			
Location-Test	Mo 06.01.14	5 Tage			
Benutzerhandbuch	Fr 29.11.13	20 Tage			

Vorgangsname	16. Dez '13							23. Dez '13							30. Dez '13					
	S	S	M	D	M	D	F	S	S	M	D	M	D	F	S	S	M	D	M	D	F	S
UI, Rendering, Settings																				
Settings																				
ProgressManager																				
GeoCoordinates, Tile																				
TextureManager (Platzh.)																				
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LocationManager																				
Renderer: Overlays																				
JoglEarth-Main																				
Location-Test																				
Benutzerhandbuch																				

Vorgangsname	06. Jan '14							13. Jan '14							20. Jan '14						
	S	S	M	D	M	D	F	S	S	M	D	M	D	F	S	S	M	D	M	D	F	S

UI, Rendering, Settings
Settings
ProgressManager
GeoCoordinates, Tile
TextureManager (Platzh.)
Matrix / Vektor
SphereGeometry
PlaneGeometry
Camera
LocationManager (Platzh.)
Swing-UI
Renderer-Main
Vertex buffer objects
SphereTessellator
PlaneTesselator
Renderer-Scheduling
HTTPUtils
Geometrie-Test
Kachelmesh-Test
Settings-Test
Matrix- / Vektor-Test
ProgressManager-Test
HTTPUtils-Test

Externe Daten
SRTMBinarySource
SRTMTileSource
HeightMap
OSMTileSource
RequestDistributor
TextureSource / -Cache
FileSystemCache
MemoryCache
TextureManager
HeightMap-Test
Caching-Test
SRTMTileSource-Test
Texturkachel-Test

Suche, POIs
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Benutzerhandbuch