

description	Who?	4-jun	7-jun	10-jun	13-jun	16-jun	19-jun	22-jun	24-jun	Extended description
MAJOR BUILDS / MILESTONES										
Report skeleton	René									The basic structure of the report is finished
Finished report	René and Jean									The report is completely finished
Random error in initial position and velocity	Matthijs									and investigate how this affects performance of your bot. Vary the magnitude
Different coefficients of friction	Ivan									Different greens have different coefficients of friction. Extend your bot to
Flying and bouncing balls (including accordingly improved bot)	Matthijs, Aaron, Ivan									if a ball is hit hard on a sloping course, it may fly into the air. Extend your
Collision detection	Aaron									Allow obstacles and bodies of water in your course design. Implement a collisiondetector for
Extended bot for maze-like courses (including test courses)	Ivan									determining whether the ball has fallen into a body of water or hit an
										Extend your AI bot player to handle complex maze-like courses with obstacles.
Report										
The skeleton of the report (keywords and structures)	René									Create the basics of the report in LaTeX (keywords and structures)
Report draft	René and Jean									Have a rough version of the report to be checked.
Full report	René and Jean									
title page	René									
contents	René									
list of tables and images	René									
summary/abstract	René and Jean									Motivation, problem statement, approach, main results, conclusion
intro	René and Jean									Context, motivation, primary question, relevance, state-of-the-art, choice of focus, main approach, report structure
preliminaries	René and Jean									Detailed and technical background
methodology	René and Jean									Describe approach step by step, used algorithms, referring to originals works, description of used data
implementation	René and Jean									Software implementation of the methods, UML diagrams, pseudocode
experiments	René and Jean									Complete description of experiments/analyses/simulations, including motivation and their uses.
results	René and Jean									Results of experiments (without interpretation). Use tables and figures (including title and description of content)
discussion	René and Jean									Interpret results, answer research questions, why are these the results, use previous studies as backup, how does this advance the state-of-the-art.
conclusions	René and Jean									Discuss issues and possible solutions. What are limitations of the study? How to continue on this work?
references	René									Summary of the study, answers to questions (no new info). How to continue with this research? Recommendations?
appendix	René									used references
										appendices
Bot										
Design improved bot	Ivan									Design the improve bot that can handle maze-like structures, flying balls, water, trees and a random error in starting conditions
Basic version	Ivan									Have a working version of the bot, but it doesn't have to be optimal
Improved bot finished	Ivan									Have an optimal version of the bot working, including demonstrations of it working
Physics										
Random error in initial position and velocity	Matthijs									Add a random offset to the initial position and velocity of the ball
Flying balls	Matthijs									Allow for the ball to fly instead of it being locked to the height of the terrain
Bouncing balls	Matthijs and Aaron									Add physics for bouncing balls, this is meant for bouncing against trees and the terrain
Engine										
Collision detection	Aaron (with René helping)									Add collision detection to the ball so it can "hit" trees and the water
Presentation										
Presentation	Aaron									Create the presentation and practice
Planned duration										
Finished earlier than planned										
Critically behind on schedule										
Possible extension										
Outlook										
										Have something ready, even though it's not optimal