

Description	Who?	March 23	March 30	April 6-12	April 13-19	April 20-26	April 27 - 3	May 4-10	May 11-17	May 18/19	Extended description
Create new 3D engine	René										Create a new 3D engine using lwjgl
Create new 2D engine	René and Jean										Add 2D options to the engine for UI
Project structure	René and Ivan										Make sure that the project structure is clear and flexible
Redo UI	Jean										Create an improved version of the phase 1 UI in the new engine
Connection UI and backend	René, Jean and Ivan										Make sure that the back- and frontend can properly communicate
Have a playable game (for humans)	Ivan										Have a working game where you can at least shoot the ball and score
Second order Verlet solver	Matthijs										Implement the second order Verlet solver for physics
Classical 4th order Runge Kutta solver	Matthijs										Implement the classical 4th order Runge kutta solver for physics
Bouncing against trees (phase 3)	Matthijs										Add the physics for bouncing against trees, including hit detection
Basic bot research	Aaron and Ivan										Figure out how a bot should work to meet the requirements for phase 2
Basic version of basic bot	Aaron and Ivan										Create a first version of the bot for phase 2 that can already meet the requirements
Finished basic bot	Aaron and Ivan										Improve the bot further and fix any problems that the bot may have
Research advanced bot (phase3)	Aaron and Ivan										Come up with an improved bot by doing research
Get started with advanced bot (phase3)	Aaron and Ivan										Start the implementation of this improved bot
Course designer basics (phase 3)	René										Enable the user to customize the terrain by adding sand and trees
Course designer finished, including saving/loading (phase 3)	René										Add a save and load option to the course designer
Improved terrain and water	René										Improve the visuals for the terrain and water
3D UI improvements (ball reset preview, shot direction indicator)	René and Jean										Add 3D UI for resetting the ball and indicating in which direction you're shooting
Music/sound effects	Haoran										Add music that plays while playing the game and add sound effects to actions like shooting and scoring
Consider flying balls (phase 3 prep)	Matthijs										Add the physics for flying balls and make sure the rest of the game still works when this is used
Start with report (mainly structure)	Jean, Matthijs and René										Prepare an outline for the report in LaTeX and learn LaTeX if needed