René Steeman

What I did	How long I worked on it in hours
Collision	
Research	2
Come up with own solution	2
Add collision entities to the engine	5
Experiment with broad-phase collision	5
Create final version of broad-phase collision	4
Create precise collision system	4
Integration with physics system	4
Report	
Initial LaTeX skeleton	4
Introduction	2
Methods, experiments, results, and discussion for game engine	5
UML	4
Engine experiments	3
Design physics experiments	2
Reference system setup	2
Hitting the water system	
Detect water hit	1
UI for the user to reset the ball	5
Resetting the ball code	4
Preview ball	2
Living editing system fixes	5
Save/load system rewrite with new API and better performance	12
Presentation	
General improvements	2
Engine (including creating videos and rendering images)	5
Group organization	
Meetings	10
Scheduling (agendas included)	2
Helping others	
Helping Matthijs with physics (code, report, and presentation)	11
Helping Jean with UI and experiments	3
This report	2

Total: 112

Matthijs Kusters

What I did	How long I worked on it in hours
Flying balls	
Research (acceleration, directional slope, etc.)	15
Implementation (incl. fixing bugs)	8
Bouncing balls	
Research	6
Implementation	3
Other additions/deletions to the solver(s)	
Added checkOutOfBounds-method in all solvers	0.5
Moved the position of ball update	0.25
Moved method that checks if ball passed hole	0.25
Small random error	
Research our code	2
Implementation	1
Created ShotInfo.java, and updated all solvers to use and return objects from this class	1
Added method that does not use random error in shot	0.25
Cleaned up code and added documentation	2
Report (Physics)	
Section about different solvers (equations, pseudocode, explanation, references, etc.)	14
Acceleration section	2.5
Presentation	
Adding formulas of solvers and fitting pseudocode.	1
Improve information and remove wrong stuff	0.25
Group organization	
Meetings	10
Helping others	
Helping René with implementing the collision and waterUI in the solvers	2
Help Jean so he was able to conduct the testing of the solvers	0.25

Total: 69.25

Aaron Schapira

What I did	How long I worked on it in hours
Collision Detection	
Research	2
Create final version of broad-phase collision	4
Create precise collision system	4
Integration with physics system	4
Refactor the code	1
Presentation	
Made the presentation	2
Group Organization	
Processing Minutes	1
Group Meetings	10
TOTAL	28

Haoran Luan

What I did	How long I worked on it in hours
Set up testing maps	3
Understand function behind the method	3
Learn how to use github properly	3
TOTAL	9

Jean Janssen

What I did	How long I worked on it in hours
Game engine	
Made UI for when the ball hits the water	3
Report	
Writing the abstract and introduction	3
Writing the methodology, part of text about physics engine	3
Research our code	2

Proof-reading and rewriting parts of other members	2
Creating cohesion and presentable report and presentation that looks like a finished and polished piece of work	4
Presentation	
Creating general blueprint for the presentation together with Aaron	2
Experiments	
Execution of the experiments with regards to the solvers	5
Group organization	
Meetings	10
Processing minutes	1
Helping others	4

Total: 39 hours