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| Uge 26 | **7:30 – 9:00** | **9:15 – 11:30** | **12:00 – 13:45** | **13:45 – 15:00** |
| **Mandag** | Oprettet konto til mongoDB, samt sat det op til VSCode. Og oprettet en database, samt et schema | Installing mongodb compass og mongosh | Database til highscore etc | Database til highscore etc |
| **Tirsdag** | Database til highscore etc | Database til highscore etc | Database til highscore etc | MILESTONE:  Database done |
| **Onsdag** | Api til highscore etc med .ASP api | Api til highscore etc .ASP api | Api til highscore etc .ASP api | Api til highscore etc .ASP api |
| **Torsdag** | Api til highscore etc .ASP api | Api til highscore etc .ASP api | Api til highscore etc .ASP api | MILESTONE:  API done |
| **Fredag** | Søgedag | Søgedag |

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| Uge 27 | **7:30 – 9:00** | **9:15 – 11:30** | **12:00 – 13:45** | **14:00 – 15:00** |
| **Mandag** | Start et Unity project | Level design | Level design | Level design |
| **Tirsdag** | Level design | Level design | Platform setup | Platform setup |
| **Onsdag** | Player controls | Player controls | Puzzle elementer | Puzzle elementer |
| **Torsdag** | Highscore | Highscore | Kollision | Kollision |
| **Fredag** | Kollision | MILESTONE:  Produktet er klar til at blive testet |

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| Uge 28 | **7:30 – 9:00** | **9:15 – 11:30** | **12:00 – 13:45** | **13:45 – 15:00** |
| **Mandag** | Test/Debugging | Test/Debugging | Test/Debugging | Test/Debugging |
| **Tirsdag** | Test/Debugging | Test/Debugging | Test/Debugging | Test/Debugging |
| **Onsdag** | Test/Debugging | Test/Debugging | Test/Debugging | MILESTONE:  Produktet er færdigt |
| **Torsdag** | Lave rapport | Lave rapport | Lave rapport | Lave rapport |
| **Fredag** | Lave rapport | MILESTONE:  Aflevere rapport |