Time Log	Software Projekt 2018/2019			
				Name:
		Student ID / Matrikelnummer:		
Week	Calendar Week	From	To	Hours
1	40	10/4/18	10/10/18	3
2	41	10/11/18	10/17/18	11
3	42	10/18/18	10/24/18	9
4	43	10/25/18	10/31/18	9
5	44	11/1/18	11/7/18	10
6	45	11/8/18	11/14/18	
7	46	11/15/18	11/21/18	
8	47	11/22/18	11/28/18	
9	48	11/29/18	12/5/18	
10	49	12/6/18	12/12/18	
11	50	12/13/18	12/19/18	
12	51	12/20/18	12/26/18	
13	52	12/27/18	1/2/19	
14	40	1/3/19	1/9/19	
15	40	1/10/19	1/16/19	
16	40	1/17/19	1/23/19	

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Activities
Brainstorming ideas for the project. Helping the team gather ideas for the vision document.
Creating the vision document. Further brainstorming and idea generation for the game.
Writing the first version of the backlog for our game. Helping the team finalize requirement specifications. Reading about the AI algorithms that we will use in the project.
Gathering ideas for the design of the game. Reading about best UX practices for desktop games. Discussing in a team about how we will implement the design. Starting the game design.
Finalizing the game design mockup. Providing Patric with the specification for the basic layout of the game.