

Time Log	<i>Software Projekt 2018/2019</i>				
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Week	Calendar Week	From	To	Hours	Activities
1	40	10/4/18	10/10/18	3	Brainstorming ideas for the project. Helping the team gather ideas for the vision document.
2	41	10/11/18	10/17/18	11	Creating the vision document. Further brainstorming and idea generation for the game.
3	42	10/18/18	10/24/18	9	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.
4	43	10/25/18	10/31/18	9	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.
5	44	11/1/18	11/7/18	10	Finalizing the game design mockup. Providing Patric with the specification for the basic layout of the game.

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		