

## Planning

Every morning we discuss what we did the day before and see if we missed anything. If that's the case we'll work on it that day.

15-3

- Coming up with an idea

16-3

- Look for inspiration (art installations, etc.)
- Discuss our inspirations
- Experiment
- Discuss experiments

17-3

- Look into libraries
- Experiment

18-3

- Define concept (impact)
- Experiment
- Sketch

19-2

- Pitch
- Review week + plan next week
- Sound, colours and animation research

Week 2:

- Requirements
- Experimenting
- Lo-fi prototype

Week 3:

- Visualization
- Experimenting

Week 4:

- Hi-Fi prototype

22-3

- Requirements
- Experiment (server-client system)
- Research: Sound, colours and animation

23-3

- Experiment visuals
- Implementation (Programming )

24-3

- Experiment visuals
- Implementation (Programming )

25-3

- Experiment visuals
- Implementation (Programming )

26-3

- Lo-Fi prototype
- Review week + plan next week