# TASK LIST:
## SUPER SOUKOBAN

**Group: SampleText**

**Xavier Casadó:** Gameplay (collisions and movement of the player and boxes, sprites and animations, tiles implementation, user interface, level creation, winning and losing the level, pause menu), folders structure, Pack-In-Video pixel animation, title screen, level selection pointer, setting sprites sizes and fullscreen, music, texts and fonts, debugging keys, intro animation, memory leaks, polishing, webpage.

**Alejandro Belchí:** Title screen, level creation, gamepad controls.

**Pau Almendrote:** Level selection sprites and pointer, Pack-In-Video logo screen, presentation screen, pixel transition in intro animation.

**Joan Damià:** Presentation video