Team member	Task	Time
Clara	Designing the tilemaps **(level 2 - 8)** scheme (with the boxes).	2h
	Designing the tilemaps **(level 2 - 8)** scheme (without the boxes).	1h
	Creating and arraging the github webpage.	4h
	Adjusting music's length.	1h
	Adjusting the pixelated frames for the intro in Aseprite.	5h
	Video trailer.	3h
	README.md	1h
Isaac	Creating the opening animation inside Visual Studio	5h
	Configuring the aspect ratio	30 min
	Implementing the Soukoban font inside the videogame	4h
	Adding the last sfx and songs into their respective screens	3h
	Creating the workflow of the menus	3h
	Adjusting the level selection screen, able to swap between levels	4h
	Adding the last debug options and tweaking them	2h
Both	Make the tasklist	30 min
	Uploading everything to github and sorting the different files	2h