

Team member	Task	Time
Clara	Readjusting the sprites to their correct sizes	3h
	Researching for the license	3h
	Writing the README	3h
	Making the 1 minute video	30m
	Redrawing by pixels the title screen	2h
	Redrawing by pixels the win PNG	2h
	Redrawing by pixels the lose PNGs	2h
	Writing the code for the implementation of audio and SFX	3h
	Creating the Initial Screen	2h
	Arranging the tile map	1h
Isaac	Implementing the different sprites and animations into the game	5h
	Programming the moving mechanics of the player	15h
	Implementing the functionality of the boxes, making them movable	15h
	Adding the win and lose condition	7h
	Making a hud that is visible during the gameplay	3h
	Polishing the workflow of the menus and initial screen	2h
Both	Creating the release and combining all the files	3h