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8.1 Jason/Jess Implement the main menu serven for Loop hero	8																													
8.2 Jason/Jess Implement a panel for information about how to play the game. 8.1	8.1	Jason/Jess																												
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8.5 Jason/Jess Create the shop U	8.3	Jason/Jess	Create the main gameplay screen UI																											
Asson/Jess Implement a screen for the pause screen Association A	8.4	Jason/Jess	Create animation for the character moving along the path	8.3																										
3.8 Jason/Jess Implement placement of freingly buildings onto world 8.3 8.3 8.4 8.5 8.	8.5	Jason/Jess	Create animation for the enemies moving along the path	8.3																										
8.8 Jason/Jess Implement placement of friendly buildings onto world 8.3 8.9 8.	8.6	Jason/Jess	Create the shop UI																											
8.9 Jason/Jess Implement placement of enemy buildings onto world 8.3 8.1 8.3 8.3 8.3 8.4 8.5		Jason/Jess	Implement a screen for the pause screen																											
8.1 Jason/Jess Implement placement of items from inventory to the character 8.3	8.8	Jason/Jess	Implement placement of friendly buildings onto world																											
8.11 Jason/Jess Implement animation for battle encounters 8.3	8.9	Jason/Jess	Implement placement of enemy buildings onto world	8.3																										
8.12 Jason/Jess Implement animation for when the character loses or gains health 8.3 8		Jason/Jess	Implement placement of items from inventory to the character																											
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9.1 Damon/Jason Create seperate building classes 9.1 9		Jasonijess		0.3																							_	+	_	
9.2 Damon/Jason Program building methods 9.1 9.1 9.1 9.1 9.1 9.1 9.1 9.1 9.1 9.1	-	Damon/Jacon	-																									+	_	
10.1 Jason/Jess Create the allied soldier entity	_			0.1		<u> </u>	<u> </u>			+	<u> </u>	\vdash									1		+	+			+-	+-	+-	
10.1 Jason/Jess Create the allied soldier entity		Damon/Jason		9.1																										
11 Inventory - Equipping and Using Items		lacon/ loce																										_		
11.1 Jay/Jess Create defensive items		Jason/Jess																												
11.2 Jay/Jess Create weapons Create and implement use of consumables		.lav/.lace																												
11.3 Jay/Jass Create and implement use of consumables						-				_		\vdash								_	+	+	+	+			+-	+-	+-	
12 Game Stability Implement ability to win and complete game objectives 13.2 Implement attacking and killing enemies 13.2 Implement attacking and killing enemies 14.1 Implement attacking and killing enemies 15.1										+																	+-	+	+	
12.1 ALL Implement ability to win and complete game objectives 13.2		ouy/oess																												
12.2 ALL Implement attacking and killing enemies 6.1 - 6.3 Solution of the control of the contro		ALL	,	13.2																							-	_	_	
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	12.3		Implement the spawning of enemies	6.1 - 6.3, 9.1																			+	+			+	+	+	

12.4	ALL	Create multitude of different scenarios to assess stability	13.1 - 13.2												П
13		Game Mechanics: Game Modes													
13.1	Jason/Damon	Implement the ability to select game modes													7
13.2	Jason/Damon	Implement the standard game mode													7
13.3	Jason/Damon	Implement the survival game mode	6.1 - 6.2												٦
13.4	Jason/Damon	Implement the berserker game mode	6.1 - 6.2												7
14		Game Mechanics: Economy													
14.1	Jason/Damon	Create the player's economy (ability to purchase and sell using gold)													П
15		Inventory - Management													
15.1	Jess	Implement the destruction of cards	9.1												П
15.2	Jess	Implement the removal of items	11.1 - 11.3												
15.3	Jess	Implement the ability to drag and drop items	9.1, 11.1 - 11.3												
15.4	Damon	Implement interface to view item descriptions	11.1 - 11.3												
15.5	Jason	Implement interface to view card descriptions	9.1												
16		Menu													
16.1	Jason	Program Shop Menu													
16.2	Jason	Program Main Menu													