

Planning for this week(Octo 20th - Octo 26th) :

work	Predict time	name
Item pick up system	2-2.5 hours	George
Player hurt/die effect	0.5 hours	George
Invincibility frames after being attack	2 hours	George and Jim
Die restart and game over scene	1 hour	George and Danial
Start menu, option improvement, in game pause button	3 hours	Danial
Map design and enemy moving path Trap.	4-5 hours	Erxun and Qin
Fix the bug that health system will under the background	1 hours	Erxun and Qin
Boss design, ai, boss room requirement	4-5 hours	Mike and Jim