

NAME	TASK	HOURS
Guillem Montes	Load & Save	2h
	Design GUI	10h
	Implement GUI	4h
	Sounds & Music	2h
	Fixing bugs	2h
	Level Change	2h
	Release	1h
	TOTAL:	25h
Jiajie Lin	Map 2	2h
	Design health sprite	6h
	Life system	3h
	Boss	15h
	Level Change	10h
	Sprite edits	3h
	Implement GUI system	7h
	Fixing bugs	10h
	Item	2h
	HUD player	3h
	Boss item	4h
	Health item	2h
	Save & Load	2h
	Animations	9h
	Design gameplay	3h
	Collisions	3h
	Release	1h
	TOTAL:	84h