

Work Plan

Feature	Assigned team member
Parallax Background	Max
Platform Colliders	Max
Killing Colliders	Max
Tilemap using Tiled	Max
Level 1 Design	Max, Guillem
Movable Object	Max
Animated Tiles	Max
Box2d Physics	Max
Player Animations	Guillem
Player Attack Combo	Guillem
Player Physics	Max
Player Die	Guillem
Menu showing keys	Max
Debug Mode	Max
God Mode	Max
Framerate cap	Max
Fullscreen	Max
Level loading	Max
Level 2 Design	Guillem
Readme	Guillem
Work Plan	Guillem
Release	Max

[Trello](#)