

Activity	Priority	Must be comp	Status	Who?
Edit our Github (insert everything)	High		Ongoing	Max, Gab
Design and make our characters -> Main character, 3 normal enemies and 1 special enemy	High	02.10.2023	Ongoing	Karol
Create the map -> Ingame map (mini map -> HUD)	High	09.10.2023	Planned	Karol
Designing our collectibles -> Battery and keys	Low	02.10.2023	Planned	Karol
Create and design our HUD -> Battery life, mini map, abilities	medium	16.10.2023	Planned	Karol
Coding Part:				
Program the user control and input	High	25.09.2023	Planned	Gabriel
Program the behaviour of the enemies (3 normal enemies)	High	25.09.2023	Planned	Karol
Program the special behaviour of the special enemy	High	09.10.2023	Planned	Max
Program the abilities	medium	09.10.2023	Planned	Gabriel
Documentation part:				
Implement it into github	high	23.10.2023	Ongoing	Gab, Max
Document "I" from IPERKA	high	23.10.2023	Ongoing	Gabriel

Document "P" from IPERKA	high	23.10.2023	Planned	Max
Document "E" from IPERKA	high	23.10.2023	Planned	Gabriel
Document "R" from IPERKA	high	23.10.2023	Planned	Karol
Document "K" from IPERKA	high	23.10.2023	Planned	Gabriel
Document "A" from IPERKA	high	23.10.2023	Planned	Max

Time in min
90
300
300
60
180
90
120
60
60
90
120

120
120
120
120
120