Task and time estimation

UI, Assets and Level loading

- Look for assets – 1h
- Create Defeat and victory Screen - 0.5h
- Create Main Screen - 0.5h
- Implement level loading – 1h
- Implement health tracking in UI – 0,5h

Enemies

- Create the basic enemy - 1h
- Create the double shooter enemy – 4h
- Create the triple shooter enemy - 0.5h
- Create carrier enemy – 1h
- Create the boss enemy - 2h

Bullets

- Create basic enemy and player bullet – 1h
- Create the bomb bullet – 2h

Player

- Player collision and invulnerability - 1h
- Player movement – 2h
- Player shooting – 1,5h

TOTAL 20h | CRITICAL PATH 10.5h