昌 ——	Geome	etriesprint Tea	1111	✓ ☆ A	Т		
+ -	Order	ID		Title		Assigned To	
+	1	83		implement game states	•••	Daniel Reiner	(
	2	82		î add particles		Daniel Reiner	(
	3	81		i testing		Florian Koll	(
	4	80		i bug fixing		Daniel Reiner	(
	5	79		implement player move function		Daniel Reiner	(
	6	78		implement automatic map generation		Florian Koll	(
	7	70	>	Design changes		Florian Koll	(
	8	69		Treate Map-Creator.xlsm		Florian Koll	(
	9	68	>	Treate New Game Overview		Florian Koll	(
	10	63	>	Create Map-Editor		Florian Koll	(
	11	15	>	i Implement User Input		Daniel Reiner	(
	12	11	>	Physic and Collision Detection		Daniel Reiner	(
	13	13	>	Treate Map Object		Daniel Reiner	(
	14	20	>	Treate map tiles		Florian Koll	(
	15	12	>	🚺 Create Player Object		Daniel Reiner	(
	16	21	>	Treate favicon		Florian Koll	(
	17	10	>	🚺 Create Menu		Florian Koll	(
	18	18	>	🚺 Style Menu		Florian Koll	(
	19	9	>	1 Gameloop		Daniel Reiner	(
	20	19		reate player sprites		Daniel Reiner	(
	21	17	>	i Implement Settings functionality		Florian Koll	(
	22	22		î Error handling		Daniel Reiner	(
	23	14		1 Implement Music		Florian Koll	(
	24	41		🗓 Create Camera		Daniel Reiner	(
	25	44		🗓 Update Reamdme.md		Daniel Reiner	(

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î Create pitch slide

Florian Koll