| Tâches | Semaine 1 | Semaine 2 | Semaine 3 | Semaine 4 | Semaine 5 | Semaine 6 | Semaine 7 |

|----------------------------------------------|-----------|-----------|-----------|-----------|-----------|-----------|--------|

| Typo fix in `projectile.h` | X | X | | | | | |

| Fixing errors | X | | | | | | |

| Fixing a push problem | X | X | | | | | |

| Fixing issues with Git usage | | X | | | | | |

| Implementing a score system | | | X | X | | | |

| Linking sprites | | | X | X | | | |

| Implementing invader/player files | | | | X | X | | |

| Dealing with issues projectile modification | | | | X | X | | |

| Implementing `projectile.cpp` | | | | | X | X | |

| Implementing `position.h` and `.cpp` | | | | | X | X | |

| Fixing Position and Projectile | | | | | X | X | |

| Adding static member variables | | | | | X | X | |

| Fixing includes bugs | | | | | X | X | |

| Separating GameLogic and GameDisplay | | | | | X | X | |

| Fixing makefile | | | | | X | X | |

| Fixing Background | | | | | | X | X |

| Displaying debug information | | | | | | X | X |

| Adding Player texture and surface | | | | | | X | X |

| Implementing player movement | | | | | | | X |

| Implementing player/invader movements | | | | | | | X |

| Managing projectiles and invaders | | | | | | | X |

| Implementing collision detection | | | | | | | X |

| Implementing player shooting | | | | | | | X |

| Adding a weapons system | | | | | | | X |

| Implementing a menu | | | | | | | X |

| Adding music playback | | | | | | | X |

| Fixing crashes related to projectiles | | | | | | | X |

| Implementing a firing rate for the player | | | | | | | X |

| Implementing player death | | | | | | | X |