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| --- | --- | --- | --- |
| Task | Sub Task | Estimate | Issues |
| Player | 1. State Manager(2 ngày) 2. Update and integrating:    1. Integrating with Collision: (1 ngày)    2. Integrating with Bonus (2 ngày)    3. Integrating with Enemy (NA)    4. Integrating with Scene (NA)    5. Integrating with Map (NA) | 23/7 – 25/7  NA  NA  NA  NA  NA  NA | 1. Waiting for updating Sprite in framework |