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| --- | --- | --- | --- |
| Task | Sub Task | Estimate | Issues |
| Player | * State Manager(2 ngày) * Update and integrating:   + Integrating with Collision: (1 ngày)  + Integrating with Bonus (2 ngày)  + Integrating with Enemy (NA)  + Integrating with Scene (NA)  + Integrating with Map (NA) | 23/7 – 25/7  26/7 – 28/7 | * Waiting for updating Sprite in framework |