The work has been split as follows:

Isaac:

- Implementing the loading function for the different maps
- Creating functions and code to be able to change the levels when going up or down
- Creating and destroying the map collisions dynamically depending on the current level
- Adding the new hitboxes logic, fixing the double jump issue and other problems of the old method
- Implementing the dying / splatting logic

Xavi:

- Adding animations and sprites to the player
- Adding sound effects to the player
- Creating the debug features, such as God mode, limit fps, die and showing if the vsync is On or Off
- Initializing dynamically the collisions of the map
- Writing down the readme file

Both:

- Brainstorming and choosing the game we wanted to recreate, as well as informing ourselves about its features
- Arranging and extracting the tiles from the original Jump King
- Editing and extracting the backgrounds, making them match with the template of the tiles
- Creating the task list file
- Organizing the GitHub repository files
- Exporting the release version and posting it on GitHub