

Task	Orig. Est	Curr. Est	Effort	Remain	Responsible
Fix Main Menu	2	1,5	1,5	0	Steyrer, Prieschl
Slide Bug	3	1	1	0	Ahammer
Shooting	2	1,5	1,5	0	Prieschl
-DoubleShot	1	0,5	0,5	0	Steyrer
-TrippleShot	1	0,5	0,5	0	Steyrer
-HeavyShot	1	2	2	0	Steyrer
First Mob	2	2	2	0	Prieschl
-Second Mob	3	3	3	0	Prieschl
-Advanced Mechanics	3	2	2	0	Prieschl
-Mob Boundaries	2	1	1	0	Prieschl
Currency System	3	2	2	0	Ahammer
- Save and Restore	3	1	1	0	Ahammer, Steyrer
-Handle Level Completion	3	3	3	0	Ahammer, Prieschl
-Level Timer	2	1	1	0	Prieschl
Shop	5	5	5	0	Steyrer
-Save and Restore	3	3	3	0	Steyrer
-Items and Tabs	2	2	0	0	Steyrer
- GUI	2	1	1	0	Prieschl
Options Menu Slider	1	1	1	0	Prieschl
Items	6	6	6	0	Steyrer
-ItemUI	3	3	3	0	Prieschl
- Save and Restore	3	4	4	0	Steyrer
-Potions	3	4	4	0	Steyrer
-Permanent Items	4	3	3	0	Steyrer
Level EndScreen	2	2	2	0	Prieschl
-Handle Level End	4	4	4	0	Ahammer, Prieschl
-Star Animation	2	2	2	0	Ahammer
Level Menu	3	3	3	0	Steyrer
Icon and other Images	1	1	1	0	Prieschl
Credits	0,5	0,5	0,5	0	Ahammer
Fix Sound and Sound Sliders	1	2	2	0	Prieschl
Reset Savefiles	1	1	1	0	Ahammer
Level Design	10	8	8	0	Ahammer
Fix Bullet Damage Bug	1	2	2	0	Prieschl