

#	Section	Task	Time (minutes)	Status
1	General	Revision	10	
2		Setup class	5	
3		Set window		
4	Player	Movement	2	
5		Shooting	10	
6	Enemy	Producing randomly	10	
7		Collision (player or bullet)	5	
8	Pointing	Score counting	10	
9		Miss counting		
10	End	Make a loop to play the game	10	
Total			62	