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| **STT** | **Nhiệm vụ** | | | **Phụ trách** | **HT** |
| 1 | Screen | Account | | 18127259 | X |
| 2 | Sign up | | 18127118 | X |
| 3 | Sign in | | 18127259 | X |
| 4 | **About** | | 18127118 |  |
| 5 | Menu | | 18127118 | X |
| 6 | Game | | 18127259 |  |
| 7 | Load game | | 18127014 |  |
| 8 | Save game | | 18127259 |  |
| 9 | Setting + Exit (ESC) | | 18127118 |  |
| 10 | Continue? | | 18127014 |  |
| 11 | Win | | 18127014 | X |
| 12 | Game over | | 18127118 | X |
| 13 | Class | Screen | | Team | X |
| 14 | Graphic | | Team | X |
| 15 | cTextbox | | 18127259 | X |
| 16 | cGame | | Team |  |
| 17 | cPeople | | 18127014 | X |
| 18 | cVehicleFactory | | 18127259 | X |
| 19 | cVehicle | cCar | 18127259 | X |
| 21 | cTruck | 18127259 | X |
| 22 | cTrafficLight | | 18127259 | X |
| 23 | cAnimalFactory | | 18127118 | X |
| 24 | cAnimal | cBird | 18127118 | X |
| 25 | cDinosaur | 18127118 | X |
| 26 | Pre-project | Class diagram | | Team |  |
| 27 | Screen script | | 18127259 | X |
| 28 | Design patterns used for this project | | 18127118 | X |
| 29 | Using Git effectively | | 18127014 | X |
| 30 | Extra | cLevel + cLane | | 18127259 | X |
| 31 | cStone | | 18127259 | X |
| 32 | cCoin | | 18127259 | X |
| 33 | cTrain | | 18127259 | X |
| 34 | *cWood* | | *18126014* | X |
| 35 | ***cWood (Impact)*** | | *18127014* |  |
| 36 | **cCoin (Increase coins)** | | 18127014 |  |
| 37 | **Time** | | 18127118 |  |
| 38 | **Win / Lose (Coin + Time + FinishLine)** | | 18127014 |  |
| 39 | **Fix GetAsynKeyState + add ESC** | | 18127118 |  |
| 40 | Make noise (Train, Impact) | | 18127118 |  |
| 41 | **How to play?** | | 18127014 |  |
| 42 | Setup levels | | Team |  |