| ID : Task Name | | 2025-03-09 | | | | | | | 2025-03-16 | | | | | | 2025 | 2025-03-23 | | | | | | 2025-03-30 | | | | | | 2025-04-06 | | | | | | 2025-04-13 | | | | | 2025-04-20 | | | |
|----------------|---|------------|----|----|----|----|----|----|------------|-------|----|----|----|----|------|------------|----|-------|------|----|-------|------------|---|-----|---|---|-----|------------|----|----|------|------|----|------------|-------|----|----|----|------------|--------|-------|--|
| | | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 18 | 19 | 20 | 21 | 22 | 23 | 24 2 | 25 | 26 27 | 7 28 | 29 | 30 31 | 1 | 2 | 3 4 | 5 | 6 | 7 8 | 9 | 10 | 11 | 12 1 | 3 14 | 15 | 16 | 17 18 | 19 | 20 | 21 | 22 2 | 3 24 2 | 25 26 | |
| 1 | Items - Darstellung und Platzierung | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 | Items - Verwendung | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3 | Grafisches Design - Spieler | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4 | Grafisches Design - Plattformen | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5 | Grafisches Design - Items | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 6 | Grafisches Design - Levelspezifisches | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 7 | Plattformen - Darstellung und Platzierung | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8 | Gegner - Platzierung | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 9 | Spieler - Steuerung | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 10 | Spieler - Interaktion mit Plattformen | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 11 | Gegner - Bewegung | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 12 | Gegner - Interaktion mit Spieler | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 13 | Grafisches Design - Gegner | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 14 | Game Design - Level 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 15 | Game Design - Level 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 16 | Game Design - Level 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 17 | Game Design - Level 4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 18 | Game Design - Level 5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 19 | Game Design - Level 6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 20 | UI Design - Startbildschirm | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 21 | UI Design - Level Menu | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 22 | UI Design - Storybildschirm | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 23 | UI Design - Endscreen | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 24 | Grafisches Design - Hintergründe | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 25 | UI Design - Timer | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 26 | UI Design - Exit Menu | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 27 | UI Design - Sound Menu | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |