

[illegible]

						3
14	15	16	17	18	19	20
Fredag	Lördag	Söndag	Måndag	Tisdag	Onsdag	Torsdag
Loggbok						
Uml-Skiss	Uml-Skiss	Uml-Skiss	Uml-Skiss	Uml-Skiss	Uml-Skiss	Uml-Skiss
GANTT						
					Figmaskiss	
Spelbeskrivning						
Github Issues + Repo						
			Spelruta / Canvas			
Preliminär fördelning av arbete			Meny		Meny	
Interaktions skiss			Game Engine	Game Engine	Game Engine	Game Engine
			Entity	Entity	Entity	
					Animated, Gravity Entity	
						Player
						Enimies
			Music	Music		
				Level Design	Level Design	Level Design
						Collision

						4
21	22	23	24	25	26	27
Fredag	Lördag	Söndag	Måndag	Tisdag	Onsdag	Torsdag
Loggbok						
					Game-win menu	Game-win menu
Game Engine			Gameover menu	Gameover menu		
						Death Counter
Player			Player	Player	Player	Player
Enimies			Enimies	Enimies	Enimies	Enimies
Level Design						
Collision			Collision	Collision	Collision	Collision

					5		
				Feb			
28	29	30	31	1	2	3	4
Fredag	Lördag	Söndag	Måndag	Tisdag	Onsdag	Torsdag	Fredag
Loggbok						PRESENTATION	Loggbok
						PRESENTATION	DEADLINE 20:00
						PRESENTATION	DEADLINE 20:00
						PRESENTATION	DEADLINE 20:00
						PRESENTATION	DEADLINE 20:00
						PRESENTATION	DEADLINE 20:00
						PRESENTATION	DEADLINE 20:00
						PRESENTATION	DEADLINE 20:00
UML-uppdateringar						PRESENTATION	DEADLINE 20:00
						PRESENTATION	DEADLINE 20:00
						PRESENTATION	DEADLINE 20:00
Wall of spikes						PRESENTATION	DEADLINE 20:00
Localmemory death count			Presentation	Presentation	Presentation	PRESENTATION	DEADLINE 20:00
						PRESENTATION	DEADLINE 20:00
Player						PRESENTATION	DEADLINE 20:00
Enemies						PRESENTATION	DEADLINE 20:00
Level Design			Level Design	Level Design		PRESENTATION	DEADLINE 20:00
						PRESENTATION	DEADLINE 20:00
Collision						PRESENTATION	DEADLINE 20:00

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