				2
	Jan			
GANTT Schema för Bigmac	10	11	12	13
	Måndag	Tisdag	Onsdag	Torsdag
	Brainstorming			
Genomstrukna fönster	Uml-Skiss	Uml-Skiss	Uml-Skiss	Uml-Skiss
syftar till att de är klara	<b>Designskiss</b>			
	Figmaskiss			
	Gruppkontrakt			
	<b>Spelbeskrivning</b>			
Github				
https://github.com/lovelanai/big-mac-armageddon				
https://github.com/lovelanai/big-mac-armageddon				
Arbetsfördelning:				
Simon: Level Design, level generator				
Josef: Game, Collision, Game Engine				
Love: Player movement, sprite sheet etc				
Philip: Canvas, meny, deathcounter				
Isaaq: Enemies				
Adrian: Level generator				

						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	<b>;</b>		
Preliminär fördelning av arbete			Meny		Meny	
Interaktions skiss			Game Engine	Game Engine	Game Engine	Game Engine
,			<b>Entity</b>	<b>Entity</b>	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			<b>Enimies</b>	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	<b>DEADLINE 20:00</b>
						PRESENTATION	<b>DEADLINE 20:00</b>
						PRESENTATION	<b>DEADLINE 20:00</b>
						PRESENTATION	<b>DEADLINE 20:00</b>
						PRESENTATION	<b>DEADLINE 20:00</b>
						PRESENTATION	<b>DEADLINE 20:00</b>
						PRESENTATION	<b>DEADLINE 20:00</b>
UML uppdateringar						PRESENTATION	<b>DEADLINE 20:00</b>
						PRESENTATION	<b>DEADLINE 20:00</b>
						PRESENTATION	<b>DEADLINE 20:00</b>
Wall of spikes						PRESENTATION	<b>DEADLINE 20:00</b>
Localmemory death count			Presentation	Presentation	Presentation	PRESENTATION	<b>DEADLINE 20:00</b>
						PRESENTATION	<b>DEADLINE 20:00</b>
Player						PRESENTATION	<b>DEADLINE 20:00</b>
Enimies						PRESENTATION	<b>DEADLINE 20:00</b>
Level Design			Level Design	Level Design		PRESENTATION	<b>DEADLINE 20:00</b>
						PRESENTATION	<b>DEADLINE 20:00</b>
Collision						PRESENTATION	<b>DEADLINE 20:00</b>
