























Raport 3

 Team Lead	 Alexandra Ciocan
 Senior Coder	 Moraru Cristian Marian
 Generic Member	 Miruna Georgescu
 Data	@November 6, 2023 → November 19, 2023
 Link recenzii	https://forms.gle/Qx1oEznsLNgVHeQf7
 Link repository	https://github.com/moraruCristianMarian/IPJC

Informatii Sprint Anterior

Sprint nr. 2

Aa Name	Status	Priority	Person	Text
<u>Recenzie echipa 7</u>	Done	High	 Moraru Cristian Marian  Alexandra Ciocan	
<u>Decis flow-ul jocului(structura nivelelor, generarea de harti?)</u>	In progress	Medium	 Moraru Cristian Marian  Alexandra Ciocan	
<u>Decis mecanica jocului</u>	In progress	Medium	 Moraru Cristian Marian  Alexandra Ciocan	
<u>Continuare a nivelului pentru o idee de ansamblu a mecanicii decise</u>	In progress	High	 Moraru Cristian Marian  Alexandra Ciocan	
<u>Feedback asupra schimbarilor la nivelul demo, decizii asupra modificarilor necesare</u>	Not started	Medium	 Miruna Georgescu  Moraru Cristian Marian  Alexandra Ciocan	- nu am primit feedback
<u>Crearea unor asseturi pentru consistenta vizuala</u>	In progress	Low	 Moraru Cristian Marian  Alexandra Ciocan	

Informatii Sprint Curent

Sprint nr. 3

Aa Name	☰ Priority	⚙ Status	👤 Person
<u>Recenzie echipa 22</u>	High	Not started	
<u>Raport 3</u>	High	Not started	
<u>Implementare inamici</u>	High	Not started	
<u>Mecanica de tragere a proiectilelor</u>	High	Not started	
<u>Implementare tilemaps</u>	Medium	Not started	
<u>Imbunatatiri la controlul jucatorului</u>	Medium	Not started	
<u>Sistem de colectare a itemelor</u>	Medium	Not started	