IJA Project Milestones

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Priority 5 through 1, higher number means higher priority

Author	Priority	Date	Notes
Baseline -	-	05/04/2023	Project 2 results will be used as a baseline
Richard Kováč *xkovac55@vutbr.cz*	5	16/04/2023	Map ingress from text files
Maroš Sztolarik *xsztol00@vutbr.cz*	5	16/04/2023	Reading user inputs
Richard Kováč *xkovac55@vutbr.cz*	5	16/04/2023	Basic game vizualization
Maroš Sztolarik *xsztol00@vutbr.cz*	4	16/04/2023	Game logging
Richard Kováč *xkovac55@vutbr.cz*	5	30/04/2023	Basic user interactions
Maroš Sztolarik *xsztol00@vutbr.cz*	4	30/04/2023	Game replay
Maroš Sztolarik *xsztol00@vutbr.cz*	2	07/05/2023	Better vizualization (better textures, animations etc.)
Richard Kováč *xkovac55@vutbr.cz*	2	07/05/2023	Better mechanics (respawn, multiple levels etc.)

All planned features implemented