Tower Defense Task Management

TODO

1. Purchase system implementation (12h) (17:41-19:23) (11:00-13:30) (17:06-
2. Store system & UI (8h)
3. Make player level UI (6h)
4. Add sfx for UI (3h)
5. Add sfx for Core (4h)
6. Find analytic & implement system (10h)
7. Add 20 levels (4h)
8. Make logo & setup splash screen (3h)
9. Add music for lobby & core (6h)
10. Add vfx (4h)
11. Add UI vfx (3h)
12. Café Bazar publish (3h)
13. Myket publish (3h)

Done

* ~~Make coin/economy system also implement in Core (5h) (14:43-15:41) (10:45-12) (13:58-14:49)~~
* ~~Unexpected (16-17:34)~~
* ~~Make star system for levels (2h) (14:25-‏15:22) (15:33-‏16:19)~~
* ~~Fix message dialogue atlas (1h) (12:46-13:09)~~
* ~~Fix save/load system (2h) (12:03-12:46)~~
* ~~Fix aspect ratio on UIs (2h) (18:22-18:52)~~
* ~~Implement Ad zones (4h) (09:17-10:48) (16:57-18:48) (18:53-20:53) (11:44-12:15)~~
* ~~Make dynamic message dialogue (2h) (10:55-15:11)~~
* ~~Ad system implementation for banner/video/reward-vid (6h) (17:33-20:12) (13:28-16:22)~~
* ~~Make build (4h) (16:16-16:52)~~
* ~~Make level system (3h) (17:08-18:29) (14:04-14:37) (14:59-17:11) (17:46-18:06)~~
* ~~Fix retry with loading screen (1h) (16:24-16:54)~~
* ~~Making loading screen for scene transition (3h) (13:55-18:47)~~
* ~~Make Win/Lose home buttons and retry work (3h) (12:06-13:23)~~
* ~~Make main menu with Play/Quit buttons (1h) (18:20-20:17) (11:21-12:05)~~
* ~~Make Lose & Win system & UI (6h) (17:31-19:32) (14:23¬-18:13) (12:11-16:20)~~
* ~~Make defender spawn system with basic graphics (4h) (15:13-18:25) (18:25-19:42) (20:14-22:04) (14:50-17:06) (17:22-17:25)~~
* ~~Make life system & win/lose system (3h) (14:13-14:34)~~
* ~~Make game start with string (5h) (19:10-21:49) (13:41-14:11)~~
* ~~Make spawn system (2h) (14:36-15) (16:30-18:38)~~
* ~~Make enemy movement smoother. (22:30-22:40)~~
* ~~Make enemy HUD work (1h). (22:00-22:30)~~