

<div> <div>👤🕒📄</div> <div>Title</div> <div>Effort</div> <div>Completed</div> <div>Planned Start</div> <div>Start Variance</div> <div>Planned End</div> <div>End Variance</div> </div>				2 Mar	3 Mar	4
🕒	▼ 1) Pitch Milestone	2w 4d 7,5h	0%			
🕒	▼ 1.1) Code	1w 2d 7,5h	0%			
🕒	▼ 1.1.1) Prototype for Pitch	1w 2d 7,5h	0%			
🕒	• 1.1.1.1) Battlesystem Sandbox	7,5h	0%	<div><div></div></div>		Daniel
🕒	• 1.1.1.2) Generated Map	1d	0%	<div><div></div></div>		
🕒	• 1.1.1.3) Playermovement on Map	1d	0%	<div><div></div></div>		
🕒	• 1.1.1.4) AI Map Movement	1d	0%	<div><div></div></div>		
🕒	• 1.1.1.5) Interaction between Tokens	1d	0%	<div><div></div></div>		
🕒	• 1.1.1.6) Round-based concept	1d	0%	<div><div></div></div>		
🕒	• 1.1.1.7) Time framework	1d	0%	<div><div></div></div>		
🕒	• 1.1.1.8) Interface for GUI Actions	1d	0%	<div><div></div></div>		
🕒	▼ 1.2) Game Design	1w	0%	<div><div></div></div>		
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🕒	• 1.2.1.1) Vision Statement	1d	0%	<div><div></div></div>		
🕒	• 1.2.1.2) High Concept	1d	0%	<div><div></div></div>		
🕒	• 1.2.1.3) 3 Minutes of Gameplay	1d	0%	<div><div></div></div>		
🕒	• 1.2.1.4) Round-based concept	1d	0%	<div><div></div></div>		
🕒	• 1.2.1.5) Battle System	1d	0%	<div><div></div></div>		
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🕒	▼ 1.3.1) Concepts	1d	0%	<div><div></div></div>		
🕒	• 1.3.1.1) Moodshot	1d	0%	<div><div></div></div>		
🕒	▼ 1.3.2) 2D Assets	1d	0%	<div><div></div></div>		
🕒	• 1.3.2.1) Task 1	1d	0%	<div><div></div></div>		
	▼ 1.3.3) 3D Assets	0h	0%	<div><div></div></div>		
	▼ 1.3.3.1)	0h	0%	<div><div></div></div>		