

Miembros	Dec 16	Dec 17	Dec 18	Dec 19	Dec 20	Dec 21	Dec 22	Dec 23	Dec 24	Dec 25	Dec 26	Dec 27	Dec 28	Dec 29	Dec 30	Dec 31	Jan 1	Jan 2	Jan 3	Jan 4	Jan 5	Jan 6				Jan 7	Jan 8	Jan 9				Jan 10	Jan 11	Jan 12	Jan 13	Jan 14	Jan 15	Jan 16	Jan 17			
Aarón Guerrero																						Updating roles 2n assignment MonteCarlo algorithm added commented Project working and uncommment																				
Nun commits	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3		0	0	0							0	0	0	0	0	0	0	0		
Adrià Serrano	Objectives added																					Updating coding style				Updating objectives: state of the project Starting to optimize montecarlo + objectives update SDK merge version Updating objectives																
Num Commits	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1		0	0	4						0	0	0	0	0	0	0	0	0		
Álex Melenchón	From quads to Particles																					Collision w/ screen limits + visual Collision between objects prep Added operator +, and useful functions More operator + memoryLeak solved P2P function corrected dot product func to p2p Code clean up + gravity update Friction to object changed Re-structure module collision + collision check more accurate Code more readable FrameCap at 60fps Flag to not calculate any physics or collisions MouseJoint OnCollision works with mainLoop				Collision now behave as expected Aimbot now works as expected																
Num Commits	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	14		0	0	2						0	0	0	0	0	0	0	0	0		
David Carrasquet	Copy 2n Assignment																																									
Num Commits	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		0	0	0						0	0	0	0	0	0	0	0	0		
Ferran-Roger Basar	RNG added as ZIP, UPDATE README, Code Cleaning																					Creation of aimbot module (+ mouse joint code moved) Aimbot's target added minor bug fixed Target becomes a type object Target added to function				Calculate trajectory function improved Mouse joint crash solved																
Num commits	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	5		0	0	2						0	0	0	0	0	0	0	0	0		
José Tello	Header cleaning																					aimbot states improved and struct trajectory added Handle input input and target created correctly input changes																				
Num Commits	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	4		0	0	0						0	0	0	0	0	0	0	0	0		
Oscar Pérez	Programming Rules																					Objects collide well (velocity output needs to be changed) Collision optimization (changing code) Elastic collisions finished errors solved (modules and normal functions) Renaming variables (code cleaning)																				
Num Commits	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	5		0	0	0						0	0	0	0	0	0	0	0	0		
Juan Hernández																																										
Num Commits	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		0	0	0						0	0	0	0	0	0	0	0	0		
NUM COMMITTS	7	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	32				0	0	8				0	0	0	0	0	0	0	0	0		

