

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
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	3	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	Fixing pos and values Aimbot pos + prop objct pos updated Fixing LOGS Fixing 2n iteration problem	Speed lowered (changed an int)	Accuracy improved		
Num Commits	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	4	4	1	1	0	
Àlex 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	Collision of the prjoectile works fine Update Objectstruct.h Now Collision has layers	Aimbot clean up	dt limited to target FPS Optimize deg and rad conversions Projectile always hits the target More elegant solution to bug Title changed Major commit (pointers, size + friction of projectile changed, trace doesnt use camera collisions temporaly dont change position) Monte Carlo in real time Corrected trace Add Speed has been deleted Fixed collisions + stop monte carlo in real time Delete some files Update mouse joint button Update README			
Num Commits	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	14	0	0	2	3	1	13	0	
David Carrasquet	Copy 2n Assignment																									Debug mode			
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	1	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	Shooting more than 1 bug fixed Conversion radians-degrees updated		Ball track changed Line drawn correctly Array elim		
Num commits	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	5	0	0	2	2	0	3	0	
José Tello	Header cleaning																				aimbot states improved and struct trajectory added Handle input input and target created correctly input changes				projectile is shot Handle input and state machine updated Object structs changed	target works correctly at first click Cleaning code Minor changes			
Num Commits	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	4	0	0	0	3	3	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)						Started fixing collisions		
Num Commits	1	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	1	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
NUM COMMITTS	7	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	32	0	0	8	12	6	18	0	

