I Was Hiding Studios WorklogTable (v0.5)

TEAM MEMBER	TASK (specific	TIME (hours)
Arnau Jiménez	Tutorial Scene created. Added background image scroll, music and character animations.	4.5
Arnau Jiménez	Tutorial Scene Background. Joystick and Buttons Sprite Sheet.	6
Arnau Jiménez	Added Japanese Character Animations. Disc Animations and movement	5
Arnau Jiménez	Disc Collisions and Physics, Movement function.	6
Adrià Pons	Japanese Character. Camera movement deleted.	3
Adrià Pons	Japanese Character & Lawn Map colliders.	1
Adrià Pons	Japanese Character animations.	3
Adrià Pons	Lawn Map animation. SoundFx of ChooseMap scene. Added missing maps spritesheets.	5
Adrià Pons	Right JapaneseCharacter added. Created the Initial Scene image.	2.5
Adrià Pons	Finished the initial screens (2nd one is missing, the "NeoGeo" one). Finished other stuff.	7
Joel Chaves	Added the UPC logo and team members to the game.	0.5
Joel Chaves	Created the different intro scenes before the gameplay.	4
Joel Chaves	Three intro screens introduced and started the animation of them.	5
Joel Chaves	First scene animation.	3
Joel Chaves	Animated scenes	2
Joel Chaves	Made the scenes animations and music.	4
Joel Chaves	Introduced most of the logos and their backgrounds to the code.	3
Jan Neto	Added the choose map scene with its image. Started working on it.	3.5

Jan Neto	Finished the choose map scene and started the choose character scene.	4.5
Jan Neto	ChooseCharacter selection animation added	2
Jan Neto	Readme finished (member list, description) and ChooseCharacter choose sound added	45 min
Jan Neto	Score and win or lose and F3 & F4 implemented, solving with the score and the win or lose. Added some more sprite.	7.5
Rylan Graham	Added the Lawn Map module.	2.5
Rylan Graham	Added the German Character Module and its sprite sheet.	2
Rylan Graham	German Character all animations completed. Key presses linked to animations. Lawn Map Finished.	6
Rylan Graham	Created Clay Map module and added into the Choose Map scene. Made Choose Map load map.	5.5
Rylan Graham	Right German Character and Animations, Player Select chose player renders for Maps.	3.5
Rylan Graham	German Disk Throw, PlayerLock In Enum, Disk Throws with Collisions, holding bools, throwing sync with status of holding bool	(10:45-12:45) (18-24) 8