

NAME	TASK	ESTIMATED	REAL
Aleix Borrell	GDD: Concept Art & Narrative Structure	0,5	0,5
Aleix Borrell	First laser	1,5	2,5
Aleix Borrell	Wall colliders	4	6
Aleix Borrell	First enemy move	0,5	1
Aleix Borrell	FSM nau	1	1
Aleix Borrell	First power up	1	1
Aleix Borrell	Laser with charge	3	4
Aleix Borrell	UI	1,5	2
Aleix Borrell	Boss fixes	2	2
Aleix Borrell	General stuff	-	-
Josep Casanovas	GDD: GamePlay & Room Map	0,5	0,5
Josep Casanovas	Adaptation from the base code	2	4
Josep Casanovas	Base sprites config	1	2
Josep Casanovas	Background fixed	1	2,5
Josep Casanovas	Module enemy	1,5	2
Josep Casanovas	Advance sprite config	2	2
Josep Casanovas	First power up config	1	1,5
Josep Casanovas	General stuff	-	-
Martí Majó	GDD: Title and other info & Audio	0,5	1
Martí Majó	Enemy moves assistance	1,5	2
Martí Majó	Boss	7	9
Martí Majó	General stuff	-	-
Arnald Vilella	GDD: Game System	1	2,5
Arnald Vilella	Adaptation from the base code	2	4
Arnald Vilella	SceneEnd	1	2,5
Arnald Vilella	Enemy moves	2	6
Arnald Vilella	Enemy positions	1	2
Arnald Vilella	First power up	1	1
Arnald Vilella	Second Power up	2	2,5
Arnald Vilella	General stuff	-	-