BEAT HOP	GROUP 400
CSF	TEAM #3

HOURS WORKED PER FUNCTIONAL REQUIRIMENT:

1. Creation of MySQL Database -User Stories #21: 1 hour
2. Manager Authentication - Create authentication system for managers and enter chart section #23: 6 hours
3. Connecting the database to the API - User Stories #17 API : 2 hours
4. Normalize entity-relationship schema - User Stories #15 Normalize tables: 3 hours
5. Creating variables and scripts to store relevant game information in the database - User Stories #17 API: 3 hours
6. Using JavaScript to create charts with relevant information - User Stories #5 Charts : 2 hours
7. Creation and design of the web page - User Stories #9 Web Page : 4 hours
8. Adding the VideoGame to the website. User Stories #19 Deploy project on the website: 1 hour
9. Connecting the web page to the database. User Stories #17 API: 4 hours
10. Search for 3 songs and their respective sheet music. User Stories #11 Game Design: 2 hours
11. Design of the characters and backgrounds of each level. User Stories #11 Game Design: 8 hours
12. Creation of the Level selection scene. User Story #3 Select Level: 2 hour
13. Creation of the First Level scene. User Stories #22 Creating Levels: 30 minutes
14. Creation of the Second Level scene. User Stories #22 Creating Levels: 30 minutes
15. Creation of the Third Level scene. User Stories #22 Creating Levels: 30 minutes
16. Creation of the Pause scene. User Story #2 Pause Game: 4 hours
17. Design of each obstacle. User Stories #11 Game Design: 2 hours
18. Applying jumping mechanics in the game. User Stories #10 Character Jumping: 3 hours
19. Mechanics of losing lives and restarting the game. User Stories #6 Limited Lives:7 hours
20. Creation of the Main Menu scene. User Story #11 Game Design: 2 hours
21. Design of general visual elements for the game. User Story #11 Game Design: 3 hours
22. Creation of the scene that appears when completing a level, which has information about the player's performance. User Story #11 Game Design: 5 hours
23. The administrator can access information on the performance of game #19 Deploy from the website: 5 hours
24. Create entity-relationship schema: 2 hours
25. User login: 2 hours
26. Adding Obstacles to the Game: 4 hours

NUMBER OF SPRINTS: 4

ROLES:

Alvaro Garcia: Developer
Diego Araque: Developer and scrum master
Salomón Dabbah: Developer
Marco Torres: Developer

OTHER STATISTICS OR RELEVANT INFORMATION:

In addition to the hours invested in the game, time was also invested in taking classes and completing course assignments. The course lasted 10 weeks.