

Team Member	Task	Time (hours)
<b>Zakaria Hamdaoui</b>	Move from C to C++	9 h
	Screen Fluctuation	2 h
	Player's Movement & Speed	3 h
	Initial Screen	1 h
	Title Screen and Options	2 h
	Game Screen	4 h
	Win / Lose Screen	2 h
	Player's Lives	1 h
	Discord Presence	6 h
	Timer	20 h
	Rooms (Levels) + Scroll	10 h
	Power-Ups	5 h
	Sound Effects	2 h
	UI	2 h
	Debug Option	3 h
	Shop	7 h
	Bosses	11 h
	Screen Modes	2 h
	Game's ending screen	5 h
<b>Joel Martinez</b>	Assets	1 h
	Screen Fluctuation	6 h
	Player's Shoots	2 h
	Game Screen	4 h
	Timer	5 h
	Win / Lose Screen	2 h
	Player's Lives	3 h
	Player's Coins	1 h
	Animations	4 h
	Enemies	26 h
	Wiki	2 h
	Power-Ups	4 h
	Rooms (Levels) + Scroll	16 h
	UI	2 h
	Testing	13 h
	Debug Option	2 h
	Shop Fix	5 h
	Screen Modes	1 h
	Enemies Spawn	4 h
	Game's ending screen	4 h
	Background music	2 h
<b>Sofia Giner</b>	Assets & Sprites Issues	26 h
	Sprites Implementation & Fixes	5 h

Initial Screen	3 h
Title Screen and Options	8 h
Player's Shoots	3 h
Wiki	7 h
Timer	6 h
Player's Movement	2 h
Player's Coins	4 h
Animations	4 h
Background Music	3 h
Sound Effects	2 h
Rooms (Levels) + Scroll	11 h
Power-Ups	3 h
README	3 h
Demo Video	2 h
TasksList	5 h
UI	2 h
Testing	12 h
Enemies Spawn	3 h
Game's ending screen	4 h

