

TASK	RESPONSABLE	EXPECTED TIME	REAL TIME
Find most sprites of the game	All team	20 minutes	1 hour
Find all audio files	Carlos	25 minutes	1,5 hours
Extract backgrounds from the game	Marc	1 hour	2 hours
Create a png file for sprites	Andreu	30 minutes	1,5 hours
Extract monsters sprites from the spritesheet	Andreu	5 minutes	15 minutes
Make a basic structure of the game (main modules)	Pau	1 day	3 days
Identify all audio files	Carlos	1 hour	3,5 hours
Edit and cut audio files	Carlos	1 hour	2 hours
Add background	Pau	10 minutes	10 minutes
Solving bugs and release of V0.1	Pau	10 minutes	20 minutes
Add music for level 1	Carlos	10 minutes	1 hour
Shoot a ball	Pau	10 minutes	30 minutes
Create arrow movement (1 moving sprite)	Pau	20 minutes	20 minutes
Create arrow movement (with sprites)	Andreu	1 hour	2 hours
Add collisions	Pau	45 minutes	1 hour
Add positions for each sprite in a .txt	Andreu / Marc	1 hour	1,5 hours
Correct the bugs of the arrow	Marc / Andreu	30 minutes	50 minutes
Convert all audio to .ogg	Carlos	10 minutes	15 minutes
Add the 4 basic bubbles (red, green, yellow and blue)	Pau	15 minutes	10 minutes
Add first 3 scenes with bubbles	Pau	40 minutes	1,5 hours
Make a new spritesheet with the good arrow positions and with the rest of the player-related sprites	Andreu	45 minutes	1 hour
Add Blits for arrow/arrow machinery/dinosaur	Andreu	20 minutes	30 minutes
Solve bugs for machine blits	Marc	20 minutes	15 minutes
Add audio for bubbles	Carlos	15 minutes	15 minutes
Adjust arrow movement and Bub's blit speed	Andreu	20 minutes	20 minutes
Add an enemy module for the bubbles	Pau	1 hour	5 hours
Solve minor bugs	Marc	1 hour	1,5 - 2 hours
Add collisions to the bubbles	Pau	30 minutes	3 hours
Add random bubbles spawn	Marc / Andreu	15 minutes	2 hours
Make bubbles bounce	Pau	15 minutes	10 minutes
Solve the array bugs from the module scene	Pau	1 hour	1 hour
Solve audio bugs (free correctly the sounds)	Carlos	20 minutes	30 minutes
Solve bugs caused from the random spawn of bubbles	Marc	30 minutes	50 minutes
Solve collision acces violation	Pau	2 hours	7 days
Solve graphic details	Andreu	10 minutes	10 minutes
Add bubbles animation	Andreu		
Add lose condition	Pau	15 minutes	15 minutes
Add particles sfx.	Pau	5 minutes	5 minutes
Add bubbles interaction (without chain reaction)	Marc / Andreu	2 hours	8 hours
Polishing all for V0.5	All team	1 hour	1 hour
Change actual levels with levels 4/5/6 from original game	All team	20 minutes	20 minutes
Add the rest of the bubbles w/ animations (black, grey, orange and pink)	Andreu	15 minutes	15 minutes
Add bubbles interaction (with chain reaction)	Marc	1 day	20 hours
Add score module	Pau	45 minutes	1 hour
Make a new .png for the font textures	Andreu	20 minutes	20 minutes

Solve loop crashes	Pau	30 minutes	6 hours
Solve crash when fonts and loops are both activated	Pau	1 hour	5 hours
Add animations for main screen	Carlos	-----	Not finished
Fix loop and fonts	Pau	1 hour	1.5 hours
Add falling roof (without fx)	Pau	1 hour	2 hours
Add credits for start playing	Pau	1 hour	1.5 hours
Auto shoot after few sec.	Pau	20 minutes	30 minutes
Debug mode implementation	Pau	30 minutes	30 minutes
Round blit + lose screen update	Pau	20 minutes	30 minutes
Shake when roof is about to fall	Pau	1 hour	2 hours
Optimize shaking	Pau	15 minutes	10 minutes
Fix bug when balls get to the limit line game does not end	Pau	10 minutes	10 minutes
Implement sound just after lose	Pau	10 minutes	15 minutes
Implement sound of balls popping	Pau	5 minutes	5 minutes
Upload debug mode (press g to make the roof go up)	Pau	5 minutes	5 minutes
Fix bug with score	Marc	10 minutes	1 hour
Add blit for incoming ball	Andreu	5 minutes	30 minutes
Add winning music + update winning screen	Pau	10 minutes	10 minutes
Add animation for Bub yawning + bag af balls	Andreu	10 minutes	50 minutes
Add messages warning of autoshoot	Andreu	20 minutes	30 minutes
Add Left Bub anim for stand still + shoot + hurry up!	Andreu	30 minutes	2 hours
Fix crash when changing from stage 2 to 3	Pau	5 minutes	5 minutes
Fix all animations for left Bub	Andreu	20 minutes	2 hours

DEVELOPMENT FREEZE (1 / 6)			
Fix crash after playing 3 games	All Team	1 hour	10 hours
Fix audio "Ready..GO"	Carlos	20 minutes	20 minutes
Fix crash when changing from stage 2 to 3 (again)	Pau	10 minutes	20 minutes

TASK	DELIVERY DATE	DELIVERED IN TIME Y/N (Real Date)
Find all audio files	7 / 3	Y
Extract backgrounds from the game	7 / 3	Y
Create a png file for sprites	7 / 3	Y
Extract monsters sprites from the spritesheet	7 / 3	Y
Make a basic structure of the game (main modules)	13 / 3	N (17 / 3)
Identify all audio files	13 / 3	Y
Edit and cut audio files	13 / 3	Y
Add background	3 / 4	N (7 / 4)
Solving bugs and release of V0.1	8 / 4	Y
Add music for level 1	8 / 4	Y
Shoot a ball	8 / 4	Y
Create arrow movement (1 moving sprite)	8 / 4	Y
Create arrow movement (with sprites)	17 / 4	N (21 / 4)
Add collisions	17 / 4	N (18 / 4)
Add positions for each sprite in a .txt	17 / 4	N (18 / 4)
Correct the bugs of the arrow	21 / 4	Y
Convert all audio to .ogg	17 / 4	N (18 / 4)
Add the 4 basic bubbles (red, green, yellow and blue)	17 / 4	N (19 / 4)
Add first 3 scenes with bubbles	17 / 4	N (19 / 4)
Make a new spritesheet with the good arrow positions and with the rest of the player-related sprites	24 / 4	Y
Add Blits for arrow/arrow machinery/dinosaur	24 / 4	Y
Solve bugs for machine blits	24 / 4	Y
Add audio for bubbles	24 / 4	Y
Adjust arrow movement and Bub's blit speed	24 / 4	Y
Add an enemy module for the bubbles	24 / 4	Y
Solve minor bugs	24 / 4	Y
Add collisions to the bubbles	27 / 4	Y
Add random bubbles spawn	27 / 4	Y
Make bubbles bounce	27 / 4	Y
Solve the array bugs from the module scene	27 / 4	Y
Solve audio bugs (free correctly the sounds)	27 / 4	Y
Solve bugs caused from the random spawn of bubbles	27 / 4	Y
Solve collision access violation	27 / 4	Y
Solve graphic details	27 / 4	Y
Add bubbles animation	27 / 4	Y
Add lose condition	27 / 4	Y
Add particles sfx.	27 / 4	Y
Add bubbles interaction (without chain reaction)	27 / 4	Y
Polishing all for V0.5	27 / 4	Y
Change actual levels with levels 4/5/6 from original game	15 / 5	N (18 / 5)
Add the rest of the bubbles w/ animations (black, grey, orange and pink)	15 / 5	N (18 / 5)

Add bubbles interaction (with chain reaction)	27 / 4	N (19 / 5)
Add score module	15 / 5	N (19 / 5)
Make a new .png for the font textures	22 / 5	Y
Solve loop crashes	22 / 5	Y
Solve crash when fonts and loops are both activated	22 / 5	Y
Add animations for main screen	22 / 5	N (Not Finished)
Fix loop and fonts	22 / 5	N (1 / 6)
Add falling roof (without fx)	22 / 5	Y
Add credits for start playing	29 / 5	Y
Auto shoot after few sec.	29 / 5	Y
Debug mode implementation	29 / 5	Y
Round blit + lose screen update	29 / 5	Y
Shake when roof is about to fall	29 / 5	Y
Optimize shaking	29 / 5	Y
Fix bug when balls get to the limit line game does not end	29 / 5	Y
Implement sound just after lose	29 / 5	Y
Implement sound of balls popping	29 / 5	Y
Upload debug mode (press g to make the roof go up)	29 / 5	Y
Fix bug with score	29 / 5	Y
Add blit for incoming ball	29 / 5	Y
Add winning music + update winning screen	29 / 5	Y
Add animation for Bub yawning + bag of balls	29 / 5	N (1 / 6)
Add messages warning of autoshoot	29 / 5	N(1 / 6)
Add Left Bub anim for stand still + shoot + hurry up!	29 / 5	N(1 / 6)
Fix crash when changing from stage 2 to 3	29 / 5	N(1 / 6)
Fix all animations for left Bub	29 / 5	N(1 / 6)