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| **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 |