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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 |
| 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 |

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| **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 |

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| **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 ) |