Adrian Mirabel:

- **All sounds effects need to be correctly implemented. In wav format!** (Date of Completion: 27/04/2019)
    - Time estimated: 1hours
    - Time taken: 30 min (Could be less but had to solve some bugs)

- **Different music for each screen. Music must be in ogg format.** (Date of Completion: 28/04/2019) (Wanted all the Fx perfectly implemented)
    - Time estimated: 5 min
    - Time taken: 20 min (Implemented the music fadeout)

- **Mechanics: Jump, one kick, one punch, one special attack (e.g. hadouken).** (Date of Completion: 28/04/2019)
    - Time estimated: 5 hours
    - Time taken: 10 hours

- **Implementation of the Ryu Scene/Background.** (Date of Completion: 26/04/2019)
    - Time estimated: 1 hours
    - Time taken: 2 hours

- **Deploying the Players (Ryu vs Ryu).** (Date of Completion: 28/04/2019)
    - Time estimated: 3 hours (Animations player2)
    - Time taken: 7 hours (Animations player2 and correcting player1)

Marc Ariza:

- **Mechanics: Jump, one kick, one punch, one special attack, (And implementing all states and animations) (e.g. hadouken).** (Date of Completion: 28/04/2019)
    - Time estimated: 10 hours.
    - Time taken: 15 hours.

- **Deploying the Players (Ryu vs Ryu).** (Date of Completion: 28/04/2019)
    - Time estimated: 5 hours.
    - Time taken: 15 hours.

- **Audio Module : Have the Audio module correctly structured to then just implement play audio functions.**(Date of Completion: 22/04/2019)
  - Time estimated: 3 hours.
  - Time Taken: 7 hours.

Pau Pedra:

- **Camera limits: player cannot move out of camera.** (Date of Completion: 28/04/2019)
  - Time estimated: 10 min
  - Time taken: 1 hour and 30 min.

- **Mechanics: Jump, one kick, one punch, one special attack (e.g. hadouken).** (Date of Completion: 28/04/2019)
  - Time estimated: 5 hours
  - Time taken: 15 hours

- **Deploying the Players (Ryu vs Ryu).** (Date of Completion: 28/04/2019)
  - Time estimated: 5 hours.
  - Time taken: 15 hours.

Angel Gonzalez:

- **v0.1 (Handout):** (Date of Completion: 20/03/2019)
  - Time estimated: 1 hour
  - Time taken: 20 min

- **v0.2 (Handout):** (Date of Completion: 27/03/2019)
  - Time estimated: 2 hours
  - Time taken: 6 hours

- **v0.3 (Handout):** (Date of Completion: 01/04/2019)
  - Time estimated: 3 hours
  - Time taken: 6 hours

- **v0.4 (Handout):** (Date of Completion: 08/04/2019)
  - Time estimated: 2 hours
  - Time taken: 5 hours

- **Creating and writing the Read Me file/markdown:** (Date of completion: 27/04/2019)
  - Time estimated: 1 hour
  - Time taken: 2 hours (Finished in 30 minutes but had to edit multiple times)

- **Creating and writing the Tasks so far file/pdf:** (Date of Completion: 28/04/2019)
  - Time estimated: 1 hours
  - Time taken: 2 hours and 30 min (Finished in 30 minutes but had to edit multiple times)

- **Win/Lose condition.** (Date of completion: 27/04/2019)
  - Time estimated: 2 hours
  - Time taken: 3 hours (Implemented health is 0 and time is over win/lose conditions)

- **Minimum UI for the score (health bars only).** (Date of Completion 25/04/2019)
  - Time estimated: 2 hours
  - Time taken: 2 hours

- **Minimum debug functionality: god mode, collision boxes, direct win/lose.** (Date of Completion: 28/04/2019)
  - Time estimated: 2 hours
  - Time taken: 4 hours

- **Welcome Screen -> Game Screen -> Win/Lose Screen -> Back to welcome screen.** (Date of Completion: 24/04/2019)
  - Time estimated: 1 hour
  - Time taken: 45 min

- **Deploying the Players (Ryu vs Ryu).** (Date of Completion: 28/04/2019)
  - Time estimated: 5 hours
  - Time taken: 8 hours (Implementing animations and the 2nd player)

Tasks that required cooperation:

- **Mechanics: Jump, one kick, one punch, one special attack (e.g. hadouken).** (Date of Completion: 28/04/2019)
  - Collective Time Estimation: 20 hours
  - Collective Time Taken: 40 hours

- **Deploying the Players (Ryu vs Ryu).** (Date of Completion: 28/04/2019)
  - Collective Time Estimation: 18 hours
  - Collective Time Taken: 45 hours