

Adrian Mirabel:

- **All sounds effects need to be correctly implemented. In wav format!** (Date of Completion: 27/04/2019)
 - Time estimated: 1 hours
 - 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)
- **All pertaining audio Fxs and musics have been implemented as in the original arcade game.** (Date of Completion: 11/06/2019)
 - Time estimated: 1 hour
 - Time taken: 4 hours
- **Added new Scenes with their own properly timed transitions: Skyscraper Intro Screen.** (Date of Completion: 09/06/2019)
 - Time estimated: 2 hours
 - Time taken: 6 hours
- **Character Spritesheet colour change.** (Date of Completion: 10/06/2019)
 - Time estimated: 1 hours

- Time taken: 2.5 hours
- **Implementing Blanka's Animations.** (Date of Completion: 11/06/2019)
 - Time estimated: 3 hours
 - Time taken: 6 hours
- **Implementing the gamepads as controllers.** (Date of Completion: 11/06/2019)
 - Time estimated: 1 hour
 - Time taken: 1,5 hour
- **Ripping the letter and number fonts.** (Date of Completion: 09/06/2019)
 - Time estimated: 10 minutes
 - Time taken: 5 minutes

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
- **Implementing the gamepads as controllers.** (Date of Completion: 11/06/2019)
 - Time estimated: 2 hours
 - Time taken: 6 hours
- **Implementing the Combo System.** (Date of Completion: 11/06/2019)
 - Time estimated: 14 hours
 - Time taken: 25 hours (and sometimes works and others it does not)

- **Full screen Implementation.** (Date of Completion: 05/06/2019)
 - Time estimated: 2 hours
 - Time taken: 3 hours

- **Web Page Creation.** (Date of Completion: 11/06/2019)
 - Time estimated: 5 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: 25 hours
- **Deploying the Players (Blanka vs Blanka): Animations, Colliders, State Machine** (Date of Completion: 11/06/2019)
 - Time estimated: 50 hours
 - Time taken: 40 hours (There are unimplemented things)
- **Fighting Stage UI tweaks: Timer using fonts** (Date of Completion: 11/06/2019)
 - Time estimated: 1 hour
 - Time taken: 30 min

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 v0.5:** (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 v0.5:** (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)
- **Added new Scenes with their own properly timed transitions: Character Select Screen.** (Date of Completion: 10/06/2019)
 - Time estimated: 1 hour
 - Time taken: 15 hours
- **Added new Scenes with their own properly timed transitions: Vs Screen.** (Date of Completion: 11/06/2019)
 - Time estimated: 15 min
 - Time taken: 15 min
- **Actualization of scenes implemented in v0.5 and transition according to timer.** (Date of Completion: 11/06/2019)
 - Time estimated: 30 min
 - Time taken: 20 min
- **Creating and writing the Read Me file/markdown v1.0:** (Date of completion: 11/06/2019)
 - Time estimated: 2 hours
 - Time taken: 1,5 hours
- **Creating and writing the Tasks so far file/pdf v1.0:** (Date of Completion: 11/06/2019)
 - Time estimated: 2 hours
 - Time taken: 1.5 hours
- **Fighting Stage UI tweaks: Character Names** (Date of Completion: 11/06/2019)
 - Time estimated: 20 min
 - Time taken: 15 min

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: 55 hours