#1 UML Diagrams 4-5h

* Classe
* Use Case
* Sequency
* Data model

#2 Create Home page 2h

* Carousel
* Buttons Sign in / Sign up
* Trick’s list
* Edit / delete button

#3 Create Trick details page 2h

* Content (description, image, video)
* Edit / Delete button
* Comments

#4 Create Trick add / edit page 2h

* Form
* Add content
* Edit content
* Delete content

#5 Create Registration page 4-5h

* Registeration form

#6 Create Login page 2h

* Login form

#7 Create Forgot / Reset Password page 2h

* Forgot password form
* Reset password form

#9 Create Entities 2-3h

* User
* Trick
* Comment
* Category
* Image
* Video

#10 Responsive 6-7h

* Optimize the responsive

#11 Demo data 4h