**WEEKLIES PARA MOTORES**

# **INFO:**

Aquí escribiremos, por páginas, los weeklies.

El formato será: una página por semana, mitad para uno y mitad para el otro. Podemos hacerlo con las tablas de valores estas que se parecen a las del excel.



# Week 10:

**Dani:**

| **TASK** | **TIME SPENT** | **TOTAL TIME SPENT** |
| --- | --- | --- |
| Forking Sheesh-Engine and setting up the new repository | **15 min** | **1h 15 min** |
| Updating all info, project names, folders, about window, etc. | **1h** |

**Marc:**

| **TASK** | **TIME SPENT** | **TOTAL TIME SPENT** |
| --- | --- | --- |
| Transforming Sheesh-Engine camera3D code into Real-Engine camera3D | **30 min** | **2h 30 min** |
| Changing ImGui windows to Real-Engine style and adding some features that wasn’t present in Sheesh-Engine | **2h** |

# Week 11:

**Dani:**

| **TASK** | **TIME SPENT** | **TOTAL TIME SPENT** |
| --- | --- | --- |
| CFF (lo dejamos para más adelante porque no nos vemos capaces) | **6h** | **15h** |
| Mouse Picking | **9h** |

**Marc:**

| **TASK** | **TIME SPENT** | **TOTAL TIME SPENT** |
| --- | --- | --- |
| Working on new ModuleCamera3D | **8h** | **15h** |
| Camera Component | **7h** |

# Week 12:

**Dani:**

| **TASK** | **TIME SPENT** | **TOTAL TIME SPENT** |
| --- | --- | --- |
| CFF (abandoned,  lots of errors) | **3h** | **18.5h** |
| Mouse Picking | **5h** |
| Loading Street Environment  (had to change our mesh loader so it accepted a mesh vector instead of an only mesh) | **5.5h** |
| Start / Pause / Stop | **2h** |
| Game/Scene Window | **3h** |

(tuve percances porque había hecho planes y organizado cosas para esta semana antes de que se atrasara la entrega y no lo pude cancelar)

**Marc:**

| **TASK** | **TIME SPENT** | **TOTAL TIME SPENT** |
| --- | --- | --- |
| Frustum Culling | **6.5h** | **50.5h** |
| Mouse Picking | **15h** |
| Game/Scene Window | **8h** |
| Fixing overall issues | **20h** |
| Play Event | **1h** |