Commits Table:

Commit	Author	Expected Time	Real Time
Pickups Gif	Ferran Martín	5m	10m
Objects Gif	Ferran Martín	5m	5m
Interface Photos	Eric Solà	15m	25m
Wiki sprites	Ferran Martín	4h	5.30h
Wiki easteregg	Eric Solà	2h	3h
SDL 6 new content	Eric Solà	30m	50m
Player w/a/s/d move	Eric Solà	2h	2.30h
Player Sprite Correct	Ferran Martín	1h	1h
Player Diagonal move	Eric Solà	3h	4h
Player Shotgun spritees	Eric Solà	1h	1h
Player movement shotgun repaired	Ferran Martín	1h	1.20h
Module Collider	Ferran Martín	1h	2.30h
Module Particles	Eric Solà	1.30h	2h
Laser bullets	Ferran Martín	1h	1.30h
Particle Collisions	Ferran Martín	2h	2h
Player movement repaired	Eric Solà	1h	1.30h
Colliders lvl1	Ferran Martín	1.30h	1.30h
On collision function	Ferran Martín	30m	40m
Player shotgun movement update(all directions)	Eric Solà	1h	1.20h
Enemy sprites(basic robot)	Ferran Martín	2h	2.30h
Player AFK	Ferran Martín	1h	1h
Basic laser shot	Ferran Martín	40m	1h
Bullets Colliders	Ferran Martín	20m	40m
Lvl 1 all walls added	Eric Solà	1h	1.20h
Particles Update(sprite)	Ferran Martín	30m	50m
Character explosion	Eric Solà	20m	20m

Commits Table:

Module Enemies	Eric Solà	2.30h	3h
Basic Robot	Eric Solà	1.30h	1.50h
Fire rate added	Ferran Martín	30m	40m
Enemies sprites repair	Eric Solà	15m	15m
Enemy Explosion(sprite)	Ferran Martín	20m	30m
Enemy explosion in game(bugged)	Eric Solà	20m	40m
Laser Impact(sprite)	Ferran Martín	15m	20m
Player wall collision	Eric Solà	3h	3.30h
Particles Types	Ferran Martín	30m	50m
Player wall collision(repair)	Eric Solà	1h	1h
Particles on collision	Eric Solà	40m	1h
Enemies Spawn	Eric Solà	30h	40m
Player wall collision(repair)	Eric Solà	40m	1h
Shotgun Impact	Ferran Martín	30m	30m
Enemy attack	Eric Solà	1h	1.20h
Lose/Wine	Ferran Martín	40m	1h
Enemy spawn repaired	Eric Solà	30m	1h
Audio Uploaded	Ferran Martín	30m	30m
Module Audio Working	Eric Solà	1h	2.20h
Readme Updated	Ferran Martín	20m	30m
AFK directions	Ferran Martín	1.30h	2.20h
AFK shots	Ferran Martín	1h	2h
Double Collision(repair)	Ferran Martín	1h	1.50h
Manual Shotgun	Ferran Martín	5m	5m
Module Player Reorganized	Ferran Martín	1h	2.30h
Enemies Sprites	Ferran Martín	2h	3h

Commits Table:

Module Objects	Ferran Martín	1h	1.30h
Enemies static rotation	Eric Solà	2h	2.40h
Enemies dynamic rotation	Eric Solà	1.30h	2h
UI added(not working)	Ferran Martín	1h	1.30h
Enemies rotate in all direction while moving	Eric Solà	2h	3h
UI update	Ferran Martín	1.30h	2h
Enemies Sprites	Ferran Martín	30m	50m
Tiny Turret	Ferran Martín	1h	1h
Enemies differents paths	Eric Solà	1.30h	2h
Tiny Turrets added	Ferran Martín	1h	1.30h
Tiny Turrets sprites corrected	Eric Solà	40m	1h
Big Turret added	Ferran Martín	2h	3h
Big Turret update	Ferran Martín	1h	1.40h
Fx added to module audio	Eric Solà	1h	2.30h
Golden Turrets	Ferran Martín	1h	2h
Player fx added	Eric Solà	30m	50m
All tiny turrets added	Eric Solà	1h	1.30h
Spawn margin augmented to avoid popping	Eric Solà	5m	5m
Red enemies added(inly static positions)	Eric Solà	1h	1h
Red enemy completed	Eric Solà	2h	2.30h
Lvl2 removed	Eric Solà	10m	10m

Commits Table:

Enemies spawn bug fixed	Eric Solà	30m	2h
Enemies sprites update	Ferran Martín	2h	2.20h
Module Volumes	Ferran Martín	2h	3h
Car & bomb update	Ferran Martín	1.40h	2h
Blue enemies sprites	Eric Solà	1h	1.30h
God mode	Eric Solà	30m	30m
Car update & objects located	Ferran Martín	1h	2h
Enemy bullets update(big turrets)	Ferran Martín	40m	2h
Tiny turrets sprites fixed	Eric Solà	30m	1.20h
Enemies located into the map(not all)	Eric Solà	1h	2h
Blue enemy update	Eric Solà	2h	2h
UI score & lives	Ferran Martín	1h	2.30h
Beatle complete	Eric Solà	1h	2h
Energy bar & bombs	Ferran Martín	1h	2h
Blue robot all animations	Eric Solà	1.30h	1.50h
Objects sprites updated	Ferran Martín	30m	30m
Bomb object added	Eric Solà	20m	30m
Red robot drop	Eric Solà	15m	30m
Player can pick Bombs	Eric Solà	30m	30m
User UI popping bug fixed	Ferran Martín	1h	2h
Enemies shooting improved	Eric Solà	1.30h	2h
Enemies lives functionality added	Eric Solà	2h	2.30h

Commits Table:

Enemies hitmarker	Eric Solà	3.30h	4h
UI & laser update	Ferran Martín	2h	3h
Map Enemies added	Eric Solà	1h	1h
Laser lvl Update(bullet velocity repaired)	Ferran Martín	1h	3h
Car movement repaired	Eric Solà	30m	50m
All enemies added before the first car	Eric Solà	1h	1.30h
Improved robots shooting	Eric Solà	1h	1.30h
Timmer	Eric Solà	30m	2h
All enemies until big turret left	Eric Solà	2h	2h
Beatle improved	Eric Solà	30m	1h
All enemies added	Eric Solà	1.30h	2h
Counter debug mode	Ferran Martín	1.30h	2.40h
Car hole explosion bug fixed	Eric Solà	20m	20m
Objects multiplication bug fixed	Eric Solà	10m	10m
FX update	Eric Solà	20m	30m
Win condition added	Eric Solà	5m	5m
Screen sprites update	Ferran Martín	30m	50m
Energy reset to 900	Eric Solà	5m5	5m