| Task | Estimated time(in h | Employee Time(in h) | Task | Estimated Time(in h) | Employee Time(in h) | |
|---|---|--|---|--|--|-------------|
| Javier Belda | a Gonzalez | | Chris | stian Piña Ló | pez | |
| Create spritesheets Andy, Terry and Michael | 3 | 3 | Wiki: UI | 2 | 3 | |
| Create page of analysis general wiki | 2 | 3 | Extract UI Resources | 2 | 4 | |
| Create art page wiki | 3 | 4 | Enemy Module | 1 | 0,5 | |
| Fixed errors wiki | 1 | 1.5 | Animation: Kick && Crouch | 1 | 1,5 | |
| Create Module Music and FX | 3 | 6 | Implementing 2 New modules, FFIntro and FFIntro2 | 2 | 3 | |
| Creation Module Particules and Special Attack | 2 | 2,5 | Scene Adjustment | 1,5 | 2,5 | |
| Particle Module implemented | 3 | 9 | Animation: Special Attack without particles | 0,3 | 0,4 | |
| Scene Welcome created | 1,5 | 1,5 | Intro Scene Creating | 1,5 | 1,5 | |
| Creating Colliders for all Attacks | 6 | 6,5 | Enemy Hitbox | 0,2 | 0,2 | |
| Creating Win/Lose Condition && Scenes | 2 | 2,5 | Animaciones: Low Damage && High Damage | 1 | 1,5 | |
| Create God Mode and Mirror Attacks | 2 | 1 | Implementing State Machine | 4 | 11 | |
| Enemy module functional | 4 | 4 | Terry Animations | 1 | 1,5 | |
| Enemy module furiously | | , | Tony rumasons | | 1,0 | |
| | | | | | | |
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| | | | | | | |
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| | | | | | | |
| | | | | | | |
| Other | | 3 | Other | | | |
| Total: | 32.5 | 47.5 %error: | 31.58% Total: | 17,5 | 30,6 | % error: 42 |
| | . ,. | ,- | | , | ,. | |
| | | | | | | |
| Task | Estimated Time(in h | Employee Time(in h) | Task | Estimated Time(in h) | Employee Time(in h) | |
| Carlos Redo | | | German Ins | sua Perdomo | | |
| | | | Wiki: Audio Content | 1,5 | | |
| Wiki/Home/Description | 0.5 | 0.5 | | | 3.5 | |
| | 0,5 | 0,5 | | 1,5 | 3,5 11 | |
| Wiki/Narrative | 0,5 | | Get Audio resources from original Game | 4 | 11 | |
| Wiki/Narrative Wiki/Analysis | 1 | 2 | Get Audio resources from original Game PaoPao Scene Implemented | 4 0,75 | 11 1,166667 | |
| Wiki/Narrative Wiki/Analysis Wiki/Gameplay | 1 | 2 4 | Get Audio resources from original Game PaoPao Scene Implemented PaoPao Background Animations | 0,75 0,33 | 11 1,166667 0,25 | |
| Wiki/Narrative Wiki/Analysis Wiki/Gameplay Backward Animation | 1 | 2 4 | Get Audio resources from original Game PaoPao Scene Implemented PaoPao Background Animations Terry Bogard Animations: Iddle && Jump | 4 0,75 0,33 0,5 | 11 1,166667 0,25 0,28 | |
| Wiki/Narrative Wiki/Analysis Wiki/Gameplay Backward Animation Terry, Michael and Andy Sprites | 1 | 2 4 | Get Audio resources from original Game PaoPao Scene Implemented PaoPao Background Animations Terry Bogard Animations: Iddle && Jump Scene Change Implemented | 0,75 0,33 0,5 0,5 | 11 1,166667 0,25 0,28 1,83 | |
| Wiki/Narrative Wiki/Analysis Wiki/Gameplay Backward Animation Terry, Michael and Andy Sprites Jump Animation with IF | 1 | 2 4 2 1 | Get Audio resources from original Game PaoPao Scene Implemented PaoPao Background Animations Terry Bogard Animations: Iddie && Jump Scene Change Implemented Player Selection Scene | 4 0,75 0,33 0,5 0,5 1,66 | 11 1,166667 0,25 0,28 1,83 2,55 | |
| Wiki/Narrative Wiki/Janalysis Wiki/Gameplay Backward Animation Terry, Michael and Andy Sprites Jump Animation with IF Jump Animation | 1 | 2 4 2 1 7 8 | Get Audio resources from original Game PaoPao Scene Implemented PaoPao Background Animations Terry Bogard Animations: Iddle && Jump Scene Change Implemented Player Selection Scene Animation Bug Fix: Crouch | 0,75 0,33 0,5 0,5 | 11 1,166667 0,25 0,28 1,83 2,55 0,3 | |
| Wiki/Narrative Wiki/Gamaplay Backward Animation Terry, Michael and Andy Sprites Jump Animation with IF Jump Animation with State Machine Camera Lock | 1 | 2 4 2 1 7 8 8 | Get Audio resources from original Game PaoPao Scene Implemented PaoPao Background Animations Terry Bogard Animations: Iddle & Jump Scene Change Implemented Player Selection Scene Animation Bug Fix: Crouch ModuleRender: Mirror Sprites Feature | 4 0,75 0,33 0,5 0,5 1,66 0,16 | 11 1,166667 0,25 0,28 1,83 2,55 0,3 2,46 | |
| Wiki/Narrative Wiki/Gamalysis Wiki/Gameplay Backward Animation Terry, Michael and Andy Sprites Jump Animation with IF Jump Animation with State Machine Camera Lock Animations with IFs Adjustments | 1 2 1 1 5 5 2 1 1 1 2 2 2 1 1 2 2 2 1 2 2 1 2 2 2 1 2 2 2 1 2 | 2 4 2 1 7 8 | Get Audio resources from original Game PaoPao Scene Implemented PaoPao Background Animations Terry Bogard Animations: Iddle && Jump Scene Change Implemented Player Selection Scene Animation Bug Fix: Crouch Module Render: Mirror Sprites Feature Jump Fix trying Physics | 4 0.75 0.33 0.5 0.5 1.66 0.16 1 | 11 1,16667 0,25 0,28 1,83 2,55 0,3 2,46 | |
| Wiki/Narrative Wiki/Ganalysis Wiki/Gameplay Backward Animation Terry, Michael and Andy Sprites Jump Animation with IF Jump Animation with State Machine Camera Lock Animations with IFs Adjustments UI Adjustments | 1 2 1 1 1 5 2 2 1 1 1 1 1 | 2 4 2 1 7 8 8 | Get Audio resources from original Game PaoPao Scene Implemented PaoPao Background Animations Terry Bogard Animations: Iddle & Jump Scene Change Implemented Player Selection Scene Animation Bug Fix: Crouch ModuleRender: Mirror Sprites Feature | 4 0,75 0,33 0,5 0,5 1,66 0,16 | 11 1,16667 0,25 0,28 1,83 2,55 0,3 2,46 0,66 | |
| Wiki/Narrative Wiki/Ganalysis Wiki/Gameplay Backward Animation Terry, Michael and Andy Sprites Jump Animation with IF Jump Animation with State Machine Camera Lock Animations with IFs Adjustments U Adjustments Scenes Adjustments | 1 2 1 1 5 5 2 1 1 1 2 2 2 1 1 2 2 2 1 2 2 1 2 2 2 1 2 2 2 1 2 | 2 4 2 1 7 8 8 | Get Audio resources from original Game PaoPao Scene Implemented PaoPao Background Animations Terry Bogard Animations: Iddle & Jump Scene Change Implemented Player Selection Scene Animation Bug Fix: Crouch ModuleRender: Mirror Sprites Feature Jump Fix trying Physics Finish Fonts TO DO's and Implement Add Ul Timer Feature | 4 0.75 0.33 0.5 1.66 0.16 1 1.5 2 2 2 | 11 1,16667 0,25 0,28 1,83 2,55 0,3 2,46 0,66 4,61 | |
| Wiki/Narrative Wiki/Gamalysis Wiki/Gameplay Backward Animation Ferry, Michael and Andy Sprites Jump Animation with IF Jump Animation with State Machine Camera Lock Animations with IF's Adjustments UI Adjustments Scenes Adjustments Scenes Adjustments Scenes Adjustments | 1 2 1 1 5 5 2 1 1 1 2 2 2 1 1 2 2 2 1 2 2 1 2 2 2 1 2 2 2 1 2 | 2 4 2 1 7 8 8 8 4 0.5 1 1 | Get Audio resources from original Game PaoPao Scene Implemented PaoPao Background Animations Terry Bogard Animations: Iddle && Jump Scene Change Implemented Player Selection Scene Animation Bug Fix: Crouch ModuleRender: Mirror Sprites Feature Jump Fix trying Physics Finish Fonts TO DO's and Implement Add UI Timer Feature Create and Implement own ModuleUI | 4 0.75 0.33 0.5 0.5 1.66 0.16 1 1.5 2 2 2 1.5 | 11 1,16667 0,25 0,28 1,83 2,55 0,3 2,46 0,66 4,61 1,33 2,76 | |
| Wiki/Narrative Wiki/Gamalysis Wiki/Gameplay Backward Animation Terry, Michael and Andy Sprites Jump Animation with IF Jump Animation with State Machine Camera Lock Animations with IFs Adjustments UI Adjustments Scenes Adjustments SoundBeach Sprites and Mount | 1 2 1 1 5 5 2 1 1 1 2 2 2 1 1 2 2 2 1 2 2 1 2 2 2 1 2 2 2 1 2 | 2 4 2 1 7 8 8 8 4 0.5 | Get Audio resources from original Game PaoPao Scene Implemented PaoPao Background Animations Terry Bogard Animations: Iddle && Jump Scene Change Implemented Player Selection Scene Animation Bug Fix: Crouch ModuleRender: Mirror Sprites Feature Jump Fix trying Physics Finish Fonts TO DO's and Implement Add UI Timer Feature Create and Implement own ModuleUI Audio FX added | 4 0.75 0.33 0.5 0.5 1.66 0.16 1 1.5 2 2 2 1.5 0.33 | 11 1,16667 0,25 0,28 1,83 2,55 0,3 2,46 0,66 4,61 1,33 2,76 0,13 | |
| Wiki/Homer/Description Wiki/Narrative Wiki/Anatysis Wiki/Gameplay Backward Animation Terry, Michael and Andy Sprites Jump Animation with If Jump Animation with State Machine Camera Lock Animations with IFs Adjustments Ul Adjustments Scenes Adjustments SoundBeach Sprites and Mount ModuleSoundBeach | 1 2 1 1 5 5 2 1 1 1 2 2 2 1 1 2 2 2 1 2 2 1 2 2 2 1 2 2 2 1 2 | 2 4 2 1 7 8 8 8 4 0.5 1 1 | Get Audio resources from original Game PaoPao Scene Implemented PaoPao Background Animations Terry Bogard Animations: Iddle && Jump Scene Change Implemented Player Selection Scene Animation Bug Fix: Crouch ModuleRender: Mirror Sprites Feature Jump Fix trying Physics Finish Fonts TO DO's and Implement Add UI Timer Feature Create and Implement own ModuleUI | 4 0.75 0.33 0.5 0.5 1.66 0.16 1 1.5 2 2 2 1.5 | 11 1,16667 0,25 0,28 1,83 2,55 0,3 2,46 0,66 4,61 1,33 2,76 | |
| Wiki/Narrative Wiki/Gamalysis Wiki/Gameplay Backward Animation Terry, Michael and Andy Sprites Jump Animation with IF Jump Animation with State Machine Camera Lock Animations with IFs Adjustments UI Adjustments Scenes Adjustments SoundBeach Sprites and Mount | 1 2 1 1 5 5 2 1 1 1 2 2 2 1 1 2 2 2 1 2 2 1 2 2 2 1 2 2 2 1 2 | 2 4 2 1 7 8 8 8 4 0.5 1 1 | Get Audio resources from original Game PaoPao Scene Implemented PaoPao Background Animations Terry Bogard Animations: Iddle && Jump Scene Change Implemented Player Selection Scene Animation Bug Fix: Crouch ModuleRender: Mirror Sprites Feature Jump Fix trying Physics Finish Fonts TO DO's and Implement Add UI Timer Feature Create and Implement own ModuleUI Audio FX added | 4 0.75 0.33 0.5 0.5 1.66 0.16 1 1.5 2 2 2 1.5 0.33 | 11 1,16667 0,25 0,28 1,83 2,55 0,3 2,46 0,66 4,61 1,33 2,76 0,13 | |
| Wiki/Narrative Wiki/Gamalysis Wiki/Gameplay Backward Animation Ferry, Michael and Andy Sprites Jump Animation with IF Jump Animation with State Machine Camera Lock Animations with IF's Adjustments UI Adjustments Scenes Adjustments Scenes Adjustments Scenes Adjustments | 1 2 1 1 5 5 2 1 1 1 2 2 2 1 1 2 2 2 1 2 2 1 2 2 2 1 2 2 2 1 2 | 2 4 2 1 7 8 8 8 4 0.5 1 1 | Get Audio resources from original Game PaoPao Scene Implemented PaoPao Background Animations Terry Bogard Animations: Iddle && Jump Scene Change Implemented Player Selection Scene Animation Bug Fix: Crouch ModuleRender: Mirror Sprites Feature Jump Fix trying Physics Finish Fonts TO DO's and Implement Add UI Timer Feature Create and Implement own ModuleUI Audio FX added | 4 0.75 0.33 0.5 0.5 1.66 0.16 1 1.5 2 2 2 1.5 0.33 | 11 1,16667 0,25 0,28 1,83 2,55 0,3 2,46 0,66 4,61 1,33 2,76 0,13 | |
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