Task	Estimated time(in h)	Employee Time(in h)		
Javier Belda Gonzalez				
Create spritesheets Andy, Terry and Michael	3	3		
Create page of analysis general wiki	2	3		
Create art page wiki	3	4		
Fixed errors wiki	1	1,5		
Create Module Music and FX	3	6		
Creation Module Particules and Special Attack	2	2,5		
Particle Module implemented	3	9		
Scene Welcome created	1,5	1,5		
Creating Colliders for all Attacks	6	6,5		
Creating Win/Lose Condition && Scenes	2	2,5		
Create God Mode and Mirror Attacks	2	1		
Enemy module functional	4	4		
Other		3		
Total:	32,5	47,5	%error:	31,58%

Task	Estimated Time(in h)	Employee Time(in h)		
Christian Piña López				
Wiki: UI	2	3		
Extract UI Resources	2	4		
Enemy Module	1	0,5		
Animation: Kick && Crouch	1	1,5		
Implementing 2 New modules, FFIntro and FFIntro2	2	3		
Scene Adjustment	1,5	2,5		
Animation: Special Attack without particles	0,3	0,4		
Intro Scene Creating	1,5	1,5		
Enemy Hitbox	0,2	0,2		
Animaciones: Low Damage && High Damage	1	1,5		
Implementing State Machine	4	11		
Terry Animations	1	1,5		
Other				
Total:	17,5	30,6	% error:	42,81%

Task	Estimated Time(in h)	Employee Time(in h)		
Carlos Redolar				
Wiki/Home/Description	0,5	0,5		
Wiki/Narrative	1	2		
Wiki/Analysis	2	4		
Wiki/Gameplay	1	2		
Backward Animation	1	1		
Terry, Michael and Andy Sprites	5	7		
Jump Animation with IF	2	8		
Jump Animation with State Machine	1	8		
Camera Lock	1	4		
Animations with IFs Adjustments	2	0,5		
UI Adjustments	0,5	1		
Scenes Adjustments	1	1		
SoundBeach Sprites and Mount	2	2		
ModuleSoundBeach	1	3		
Other				
Total:	21	44	%error:	52,27%

Task	Estimated Time(in h)	Employee Time(in h)		
German Insua Perdomo				
Wiki: Audio Content	1,5	3,5		
Get Audio resources from original Game	4	11		
PaoPao Scene Implemented	0,75	1,166667		
PaoPao Background Animations	0,33	0,25		
Terry Bogard Animations: Iddle && Jump	0,5	0,28		
Scene Change Implemented	0,5	1,83		
Player Selection Scene	1,66	2,55		
Animation Bug Fix: Crouch	0,16	0,3		
ModuleRender: Mirror Sprites Feature	1	2,46		
Jump Fix trying Physics	1,5	0,66		
Finish Fonts TO DO's and Implement	2	4,61		
Add UI Timer Feature	2	1,33		
Create and Implement own ModuleUI	1,5	2,76		
Audio FX added	0,33	0,13		
Fix Player Selection Scene Bug	0,33	0,16		
Other				
Total:	18,06	32,986667	% error:	45,25%