

# Effort Matrix (Percent of Effort per Task)

KS = Kartavya Singh, SS = Saarthak Sinha, KSh = Kanav Shetty, YB = Yash Ballabh.

Task #	Task (short)	KS	SS	KSh	YB
1	Identify online model & session flow	65%	10%	10%	15%
2	Design state updates & prediction flow	65%	10%	10%	15%
3	Implement Lobby/Relay + room codes	65%	10%	10%	15%
4	Movement prediction & correction	65%	10%	10%	15%
5	Online stress tests (RTT/jitter/loss)	65%	10%	10%	15%
6	Combat flow + cancel & buffers	10%	65%	15%	10%
7	Hit/hurtbox & damage system	10%	65%	15%	10%
8	Two starter fighters (movesets)	10%	65%	15%	10%
9	Status/Condition system v1	10%	65%	15%	10%
10	Frame data tuning + playtests	10%	65%	15%	10%
11	HUD: HP bars + status timers	10%	10%	65%	15%
12	Lobby & post-match UI flows	10%	10%	65%	15%
13	Input maps + in-game rebind	10%	10%	65%	15%
14	Readable VFX/SFX palettes	10%	10%	65%	15%
15	Usability/accessibility tests	10%	10%	65%	15%
16	CI: Win64 build on PR	15%	10%	10%	65%
17	Telemetry/exporter (opt-in)	15%	10%	10%	65%
18	Training mode + hitbox viewer	15%	10%	10%	65%
19	Perf profiling & budgets	15%	10%	10%	65%
20	Docs/controls/troubleshooting	15%	10%	10%	65%