

Tasks so far

The implementation of all the handouts

Implementation of the handouts:

Handout 2 (window module) + homework(All the team)

Expected: 2 hours

Real: 2 -4 hours

Nothing of this handout is included in the game because it wasn't needed (the modules were already included in the version)

The homework was done after the handout2 release. We didn't do the moduleAudio yet.

Handout 3 (renderer and input) + homework(All the team)

Expected: 2 hours

Real: 1-2 hours

Everything ok, except that homework was not added to game.

//millor ho expliquem handout per handout

Handout 4 (Parallax and animations) + homework(All the team)

Expected: 2 hours

Real: 2 - 4 hours

We were able to complete the assignment in the 2 hours class. We did the homework later.

Handout 5 (scene switching) + homework(All the team)

Expected: 2 hours

Real: 3-4 hours

Handout was done but homework wasn't done in "our" game, because at the time we still didn't know that we had to be implementing all those modules in our own game in group.

Handout 6 (Particles) + homework(All the team)

Expected: 2 hours

Real: 2-4 hours

The majority of the TODO were done in class, the rest were done at home (not homework). At that time we realized that we should have implemented everything in our game version. So from that point on we started implementing all the previous handouts to our game version.

Implementation of Handout 2, 3, 4, 5 and 6 (Miquel i Jordi B)

Expected: 0 hours (it had to be already done)

Real: 4~6 hours

Took a while to implement all modules from SDL handouts.

Handout 7 (colliders) + homework (All team)

Expected: 2 hours

Real: 3~ hours

This handout was done and implemented relatively quickly

Handout 8 (graph states) (Miquel i Jordi B)

Expected: 2 hours

Real: 2 hours

Handout 9 (fonts) + homework(Jordi B,Jordi E)

Expected: 3-4 hours

Real: 1 dia

Handout was done but as we didn't need the modules on the game we didn't implement it.

Scene ken implementation(sprite+code)(Jordi Bach)

Expected: 1 hours

Real: 2 hours

Take all sprites of ryu and implement them on animations (Miquel)

Expected: 3-4 hours

Real: 6-7 hours

Movement of player (move forward backwards and jump) (Miquel)

Expected: 5~ hours

Real: 10-12 hours

Hadouken (particle,player animation and collider)(Jordi Bach)

Expected:2 hours

Real: 3 hours

Punch and kick implementation (Jordi B)

Expected: 4 hours

Real: 6 hours

Creation of second player and make both players interact with each other (all things depending on both positions)

Expected: 4~8 hours

Real: 10~11 hours

Module audio: Do the module audio.(Jordi Bach)

Expected:4 hours

Real:6 hours

Audio files: recording them from original game (there were missing files on the game wiki), placing them when they were required (punch, kick, hadouken, startsound(when player presses space), hit ground, hit audios (only hadouken), musics (intro, sceneken, congratulations screen) (Miquel)

Expected: 3-4 hours

Real: 3-4 hours

Colliders (player, punch, kick and hadouken), effects between them (On Collisions) (Miquel)

Expected: 2 hours

Real: 3 hours

Blit modification so that players could be flipped (Miquel)

Expected: 2 hours

Real: 4 hours

Minor changes (Miquel, Jordi E,Jordi B)

Expected: Not expected

Real: 2-6 hours

It is very ambiguous to group all "minor changes" but this is approximately what it took us to fix things that cannot be grouped in greater chunks of work

General adaptation to last hangout + memory leaks(Jordi B)

Expected:30 min

Real: 1 hour

HP Bars (Victor N)

Expected: 2 hours

Real: 2 hours

They were implemented in less than an hour, but they had to be revamped once moduleplayer was updated, taking more time.

Readme (Victor N)

Expected: 15 minutes

Real: 3 hours

Creating a .md readme ended up being harder than expected. After studying .md formatting codes, the readme improved a lot. It had to be changed periodically according to new changes.

Changelog (Victor N)

Expected: 30 minutes

Real: Less than an hour

It was hard to check every commit, adding any relevant changes to the changelog.

Sprite Big_factory (Victor N Jordi B)

Expected: 1 hour

Real: 2 hours

Win/lose screen(Jordi E and Jordi B)

Expected: 2 hours

Real time: 4-5 hours

We looked for the sprites of the background and the face of victory Ryu, and defeat ryu.

Selection screen(Jordi E)

Expected: 2 hours

Real time: 6 hours

Implementation of slowdown module and screenshake (Jordi E)

Expected: 3 hours

Real time:2 hours

Module fonts and implementation (Victor Nisa, Jordi B)

Expected: 3 hours

Real time: 3 hours

Ui (time, score, hud, rounding...)(Jordi B)

Expected: 7 hours

Real: 10 hours

Welcome and Win/lose screen art and implementation(Jordi B)

Expected:2 hours

Real: 3 hours

Vs screen art and implementation (Jordi B)

Expected: 15 minutes

Real: 30 minutes

Ui audios (Jordi B)

Expected: 1 hour

Real: 2 hours

Changing resolution to fullscreen (Jordi E)

Estimated: 1 hour

Real time: 1:30 hours

Selection screen art(Jordi E)

Estimated: 1:30 hours

Real time: 4 hours

Implementation of selection screen module(Jordi B, Jordi E)

Estimated: 1 hour

Real time: 1 hour

Blit render function (Miquel Quintana)

Estimated: 2 hours

Real time: ~5 hours

Player Movement(left right) (Miquel Q)

Expected: 2 hours

Real time: 2 hours

Code reorganization of ModulePlayer (Miquel Quintana)

Expected: 3 hours

Real time: 4 hours

Animation copy from bitmap (Miquel Quintana)

Expected: 1 hour

Real time: 3 hours

Player Controller (Miquel Quintana)

Expected: 1 hour

Reality: 1 hour

Player movement states (jumping, crouching,...) (Miquel Quintana)

Expected: 4 hours

Real time: 3~4 hours

Player attack movements (Miquel Quintana)

Expected: 2 hours

Reality: 6 hours

Damage colliders fixing (Miquel Quintana)

Expected: 1 hour

Reality: 2 hours

Dynamic movement of camera (Miquel Quintana)

Expected: 1 hour

Real time: 3 hours