Task	Task Description	Person	Estimated hours for the task	Actual hours used
Github Readme	Writing the readme document with a description of the engine, how to use the engine, controls and each specific action or option, extra engine features, additional comments.	Pablo	2	3
Github Base and Libraries	Created the project base and essential files, gitignore, and libraries necessary for the project.	Pablo y Víctor	4	4
Division of tasks	Division of tasks based on the existing project foundation and deliverable document: Mesh & Textures - Victor GameObject & Components - Pablo Camera - Claudia Windows Editor - Pablo	All	1	1
Assimp	Creating The load files system that reads FBX and creates game objects with its texture, mesh and transform, creating the game object and its children. And adding the drag and drop system.	Víctor	15	32
Creation of a triangle	Creation of the VAO and VBO buffers to store the vertices of triangle that should be displayed on screen, create shader structure to apply a texture of solid color for the triangle.	Claudia	2	3
Creation of the pyramid	From the implemented link a 3D pyramid is developed using the buffers VAO,VBO and IBO. The different vertices and indices necessary to define the faces of the pyramid were added and also the interactive rotation with the mouse was programmed allowing to rotate the figure by clicking and dragging.	Claudia	2	4
Texture checkered	Improved the VAO, VBO and IBO buffers flow, implemented the textured checkered by default.	Pablo	2	3
GameObject and Components	Created a GameObject structure, one for each mesh loaded. Each GameObject has at least three components (Transform, Mesh and Texture).	Pablo	5	6

Basic Geometries	Menu to load basic 2D (Triangle, Square, Rectangle) and 3D (Pyramid, Cube, Sphere) geometries.	Pablo	3	3
ImGUI Editor	Console(All the LOGs on the app), Config(FPS graph, Config of the modules, Hardware, Software and Memory consumption), Hierarchy(List with all the GameObjects in the Scene, can be selected), Inspector(Shown information about each component of the GameObject: Transform, Mesh and Texture), Bar Menu(Toolbar with: File, View, Basic Geometries, Help and Scene(Docking).	Pablo	15	20
Camera	Implementation of the camera movement by pressing the mouse button, motion with WASD, fps-like and free look around, zoom with the mouse wheel, ALT+Left click to orbit the object, press the F key to focus on the selected geometry and with SHIFT double the movement speed.	Claudia	5	8
Bug Fixing	Fixed random bugs or problem that appeared during the development of the project.	All	5	3
Memory Leaks	Fixed some memory leaks in the program, especially those that left the most memory used.	Pablo y Víctor	2	2
Delivery	Preparation of files, executable, task list, and delivery.	All	2	2