

Tasks by member with Estimated time(EA) and Completion time(CT) and Delivery Data(DD):

### Gerard Romeu Vidal:

- DD: 26/4 EA: 6:00h CT: 8:00h -- Navigation Scene
- DD: 26/4 EA: 2:00h CT: 1:15h -- Globals
- DD: 26/4 EA: 3:00h CT: 1:05h -- Module Application
- DD: 26/4 EA: 2:00h CT: 0:45h -- Module Animation
- DD: 26/4 EA: 4:00h CT: 4:30h -- Module Audio
- DD: 26/4 EA: 3:00h CT: 1:30h -- Module Particles
- DD: 26/4 EA: 3:00h CT: 3:30h -- Character Selection
- DD: 26/4 EA: 3:00h CT: 7:00h -- Tornado Animation + FX
- DD: 26/4 EA: 4:00h CT: 2:00h -- Collision Player with object

### Marc San José Martínez:

- DD: 26/4 EA: 2:00h CT: 0:30h -- Module Window
- DD: 26/4 EA: 2:00h CT: 0:50h -- Module Textures
- DD: 26/4 EA: 4:00h CT: 2:00h -- Module Background
- DD: 26/4 EA: 3:00h CT: 4:00h -- Module Player
- DD: 26/4 EA: 1:00h CT: 1:00h -- Module Player2
- DD: 26/4 EA: 11:00h CT: 10:00h -- Full Implementation Player 1&2
- DD: 26/4 EA: 1:00h CT: 0:10h -- God Mode

### Marc Gallardo Quesada:

- DD: 26/4 EA: 0:30h CT: 0:15h -- Point2Point
- DD: 26/4 EA: 3:00h CT: 1:00h -- Main.cpp
- DD: 26/4 EA: 3:00h CT: 2:00h -- Module Render
- DD: 26/4 EA: 1:00h CT: 0:35h -- Module FadeToBlack
- DD: 26/4 EA: 4:00h CT: 7:25h -- Life Bars
- DD: 26/4 EA: 3:00h CT: 1:15h -- Camera Limits
- DD: 26/4 EA: 4:00h CT: 1:00h -- Win/Lose Condition
- DD: 26/4 EA: 0:30h CT: 0:25h -- Tasks so Far

-DD: 26/4 EA: -:-h CT: -:-h -- README Updates (it has no time, since it's meaningless)

### Albert Espinosa Castillo:

-DD: 26/4 EA: 2:00h CT: 2:00h -- Memory Leaks

-DD: 26/4 EA: 0:30h CT: 0:20h -- Module.h

-DD: 26/4 EA: 2:00h CT: 0:40h -- Module Input

-DD: 26/4 EA: 2:00h CT: 1:15h -- Module WelcomeScreen

-DD: 26/4 EA: 2:00h CT: 1:15h -- Module CongratsScreen

-DD: 26/4 EA: 12:00h CT: 16:00h -- Module Collisions

-DD: 26/4 EA: 3:00h CT: 7:00h -- Tornado Animation + FX

-EA: 89:30h CT: 90:30h -- Total time