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: 5:00h -- Full Implementation Player 1&2

-DD: 26/4 EA: 1:00h CT: X:XXh -- 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: X:XXh -- Life Bars

-DD: 26/4 EA: 3:00h CT: 1:15h -- Camera Limits

-DD: 26/4 EA: 4:00h CT: x:xxh -- 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: X:XXh -- Module Collisions

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

-EA: 89:30h CT: XX:XXh -- Total time