	Name	Est Time	Real Time	Deviation								
	Pablo	22:30:00	30:15:00	34,44%								
	Marc	36:30:00	49:35:00	35,84%								
	Silvino	21:00:00	29:45:00	41,67%								
	Oriol	31:30:00	38:30:00	22,22%								
Pablo	22:30:00	30:15:00		Marc	36:30:00	49:35:00	Silvino	21:00:00	29:45:00	Oriol	31:30:00	38:30:00
Activity	Est. Time	Real Time		Activity	Est. Time	Real Time	Activity	Est. Time	Real Time	Activity	Est. Time	Real Time
Wiki General Analysis - Market Positioning	1:00:00	3:00:00		Wiki Audio - Music	1:15:00	3:00:00	Wiki Design - Narrative Structure	0:30:00	1:00:00	General Analysis	3:00:00	5:00:00
Wiki Art - Mood Analysis	1:00:00	2:00:00		Wiki Design- Characters	1:30:00	2:00:00	Wiki Design - Difficulty	0:30:00	0:15:00	BackGround Sprites	5:00:00	4:00:00
Wiki Art - Concept Art	1:00:00	1:00:00		Wiki Design- Gameplay	1:30:00	2:00:00	Wiki Design - Characters and their fighting style	1:00:00	3:00:00	Wiki Level Art	1:00:00	2:15:00
Wiki Design - Characters	1:00:00	0:45:00		Wiki Audio-Images and links	1:00:00	3:00:00	Wiki Design - Endings	1:00:00	2:00:00	Wiki UI Analysis of HUD	1:00:00	1:00:00
Taking Sprites	3:00:00	7:00:00		Wiki Audio-Fx	1:00:00	2:30:00	Wiki Design - Collision Layout	2:00:00	1:00:00	Wiki UI In-Game HUD	3:00:00	4:00:00
Smooth Jumping	1:00:00	0:30:00		Wiki-Improving aesthetic	1:30:00	2:00:00	Wiki Design - Special moves and attacks	1:00:00	2:30:00	Base Code With States	0:30:00	0:45:00
jump neutral, forward and backward	2:00:00	1:30:00		Module Congrats creation	2:00:00	4:00:00	Taking Sprites - Hanzo Hattori	2:00:00	5:00:00	NeoGeo Screen	1:00:00	1:45:00
Player2 functional	0:30:00	2:00:00		Taking Sprites for Haohmaru	3:30:00	3:00:00	Taking Sprites - Haohmaru	3:00:00	1:30:00	Colliders Crash When ending game fixed	1:00:00	0:30:00
Colliders and hitbox (players 1 and 2)	3:00:00	4:00:00		Player 1 adding functionality to states	2:00:00	2:00:00	Jump neutral, forward and backward animations	1:00:00	2:00:00	Color Letters Samurai Shodown Screen	3:00:00	2:00:00
Bug fixing	3:00:00	2:30:00		Haohmaru scene	1:30:00	2:30:00	Punch animation	2:00:00	1:00:00	White Letters Samurai Shodown Screen	2:00:00	4:00:00
States	2:00:00	1:30:00		Debug functionality	1:30:00	2:00:00	Kick animation	2:00:00	1:00:00	Fonts implementation to code	0:30:00	0:30:00
Screen Colliders	1:00:00	0:30:00		Bug fixing	4:00:00	5:30:00	Crouch animation	0:30:00	0:30:00	Time Without Finish condition (just decrease)	1:00:00	1:30:00
Flip Colliders and hitbox	2:00:00	3:00:00		Hitboxes player 1	3:00:00	4:30:00	Crouch punch and crouch kick animation	1:00:00	2:30:00	Basic Health Bars	1:00:00	0:30:00
Animations	1:00:00	1:00:00		Kyoshiro Scene	3:00:00	1:45:00	Winning animation	0:30:00	2:30:00	Letters IPPON and HAOHMARU after round end	1:00:00	1:00:00
				Module UI-Winning system and animations	2:00:00	2:00:00	Hit animation	1:00:00	1:00:00	Points in UI of each player	2:00:00	1:30:00
				Visual fixes congrats scene and UI	1:00:00	1:15:00	Tornado animation	1:00:00	1:30:00	Letters VICTORY and WELL DONE HAOHMARU when one player win	1:30:00	2:00:00
				Audio Fxs	0:30:00	0:45:00	Animations Player 2	1:00:00	1:30:00	Points Cout After Round	2:00:00	3:00:00
				Music	0:30:00	0:30:00				Letters TIME UP and DRAW to code added	1:30:00	2:15:00
				Module Audio creation and improvements	0:45:00	1:00:00				Flip the players	0:30:00	1:00:00
				En garde	1:00:00	0:35:00						
				Adding shadows	1:00:00	2:15:00						
				Player 2 states	1:30:00	1:30:00						