Name	Est Time	Real Time	Deviation
Pablo	34:00:00	49:35:00	45,83%
Marc	59:15:00	77:10:00	30,24%
Silvino	33:30:00	43:15:00	29,10%
Oriol	40:30:00	45:30:00	12,35%

Pablo	34:00:00	49:35:00
Activity	Est. Time	Real Time
Wiki General Analysis - Market Positioning	1:00:00	3:00:00
Wiki Art - Mood Analysis	1:00:00	2:00:00
Wiki Art - Concept Art	1:00:00	1:00:00
Wiki Design - Characters	1:00:00	0:45:00
Taking Sprites	3:00:00	7:00:00
Smooth Jumping	1:00:00	0:30:00
jump neutral, forward and backward	2:00:00	1:30:00
Player2 functional	0:30:00	2:00:00
Colliders and hitbox (players 1 and 2)	3:00:00	4:00:00
Bug fixing	4:00:00	3:30:00
States	2:00:00	1:30:00
Screen Colliders	1:00:00	0:30:00
Flip Colliders and hitbox	2:00:00	3:00:00
Animations	1:00:00	1:00:00
Wan-fu colliders	3:15:00	6:15:00
Flip System	1:00:00	0:30:00
Jump_kick and jump_punch structure	0:30:00	1:00:00
Wan-fu color 2	0:15:00	0:25:00
special attack inputs	2:00:00	3:00:00
special attack inputs flip	0:15:00	0:40:00
dash backward and forward	2:00	5:00
jump attack bugs	0:30	0:45:00
clean code	0:15:00	0:30:00
player2 fix jump attack directions	0:30:00	0:15:00

Marc	59:15:00	77:10:00
Activity	Est. Time	Real Time
Wiki Audio - Music	1:15:00	3:00:00
Wiki Design- Characters	1:30:00	2:00:00
Wiki Design- Gameplay	1:30:00	2:00:00
Wiki Audio-Images and links	1:00:00	3:00:00
Wiki Audio-Fx	1:00:00	2:30:00
Wiki-Improving aesthetic	1:30:00	2:00:00
Module Congrats creation	2:00:00	4:00:00
Taking Sprites for Haohmaru	3:30:00	3:00:00
Player 1 adding functionality to states	9:00:00	10:00:00
Haohmaru scene	1:30:00	2:30:00
Debug functionality	1:30:00	2:00:00
Bug fixing	6:00:00	7:45:00
Hitboxes player 1	3:00:00	4:30:00
Kyoshiro Scene	3:00:00	1:45:00
Module UI-Winning system and animations	2:00:00	2:00:00
Visual fixes congrats scene and UI	1:30:00	2:00:00
Audio Fxs	0:30:00	0:45:00
Music	0:30:00	0:30:00
Module Audio creation and improvements	0:45:00	1:00:00
En garde	1:00:00	0:35:00
Adding shadows	1:00:00	2:15:00
Player 2 states	2:30:00	3:00:00
Fixing jump	1:00	1:35
Add Wan-Fu animations	4:00:00	3:30:00
Judge	2:00:00	2:30:00
Character Selection	3:15	4:00
Visual polish	2:00	3:30

Silvino	33:30:00	43:15:00
Activity	Est. Time	Real Time
Wiki Design - Narrative Structure	0:30:00	1:00:00
Wiki Design - Difficulty	0:30:00	0:15:00
Wiki Design - Characters and their fighting style	1:00:00	3:00:00
Wiki Design - Endings	1:00:00	2:00:00
Wiki Design - Collision Layout	2:00:00	1:00:00
Wiki Design - Special moves and attacks	1:00:00	2:30:00
Taking Sprites - Hanzo Hattori	2:00:00	5:00:00
Taking Sprites - Haohmaru	3:00:00	1:30:00
Jump neutral, forward and backward animations	1:00:00	2:00:00
Punch animation	2:00:00	1:00:00
Kick animation	2:00:00	1:00:00
Crouch animation	0:30:00	0:30:00
Crouch punch and crouch kick animation	1:00:00	2:30:00
Winning animation	0:30:00	2:30:00
Hit animation	1:00:00	1:00:00
Tornado animation	1:00:00	1:30:00
Animations Player 2	1:00:00	1:30:00
Judge	2:00:00	4:00:00
Add Wan-Fu animations	8:00:00	7:00:00
Taking sprites	1:30:00	1:30:00
Fixing things	1:00:00	1:00:00

Oriol	40:30:00	45:30:00
Activity	Est. Time	Real Time
General Analysis	3:00:00	5:00:00
BackGround Sprites	5:00:00	4:00:00
Wiki Level Art	1:00:00	2:15:00
Wiki UI Analysis of HUD	1:00:00	1:00:00
Wiki UI In-Game HUD	3:00:00	4:00:00
Base Code With States	0:30:00	0:45:00
NeoGeo Screen	1:00:01	1:45:00
Colliders Crash When ending game fixed	1:00:00	0:30:00
Color Letters Samurai Shodown Screen	3:00:00	2:00:00
White Letters Samurai Shodown Screen	2:00:00	4:00:00
Fonts implementation to code	0:30:00	0:30:00
Time Without Finish condition (just decrease)	1:00:00	1:30:00
Basic Health Bars	1:00:00	0:30:00
Letters IPPON and HAOHMARU after round end	1:00:00	1:00:00
Points in UI of each player	2:00:00	1:30:00
Letters VICTORY and WELL DONE HAOHMARU when one player win	1:30:00	2:00:00
Points Cout After Round	2:00:00	3:00:00
Letters TIME UP and DRAW to code added	1:30:00	2:15:00
Flip the players	0:30:00	1:00:00
Implement Controller	1:00:00	2:00:00
Change Haomaru letters to Wan-Fu	1:00:00	0:30:00
Web	2:00:00	1:00:00
Video	5:00:00	3:30:00