

Fatal Fury by RandomCali

Tasks so far

DAVID GÓMEZ

WORK DONE	TIME ESTIMATION	REAL TIME
Special Attack and it's particles (& Nikos) (We tried to do the exact same particle animation but we finally gave up and chose an easier option.	4 H	8 H
Ripping the correct sprites (again, for the NEOGEO) and adding the correct animations for all movements	3 H	4 H
Camera	2 H	3 H
Logic of punching, kicking, special attack, crouch, and crouch protection	2 H	2 H

NIKOS RODRIGUEZ

WORK DONE	TIME ESTIMATION	REAL TIME
Module Collisions and add part of colliders	5/10 H	20 H
Flow between scenes	2 H	3/4 H
Module Audio	4 H	3 H
Upload the releases and update the readme	3 H	5 H
Flip the characters when necessary	8 H	4 H

DAVID RAMI

WORK DONE	TIME ESTIMATION	REAL TIME
HUD implementation (health, score, rounds and time display)	5H	8/10H
In-game logic (win,lose, rounds...)	3H	4H
Player colliders	2H	5H

Damage and score system (type of attacks and protection status)	2H	3H
Reset functionality	1H	1H

BERNAT MORENO

WORK DONE	TIME ESTIMATION	REAL TIME
Fixing sprites (using NEO GEO sprites)	2H	4H
ModuleAudio	4H	6H
Flip the enemy character	3H	4H