

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
Module Slowdown	1H	2H
Module Camera Shake	1H	2H
Combos (steak machine)	3H	6H

NIKOS RODRIGUEZ

WORK DONE	TIME ESTIMATION	REAL TIME
Module Collisions and add part of colliders	5/10 H	15 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
Choose map	2H	3H
Choose player	2H	2H
Gamepad buttons	3H	5H
Gamepad Joystick	2H	4H

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
Flip	3H	5H

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
All Scenes	2H	4H
Combos (steak machine)	3H	6H