

Task	Autor	Description	Time (min)	
Adapt code	Pau Fusco	Taking the original code from the Handout and adapting it to make it suitable for the project	120	
Player1	Pau Fusco	Adding animations, movement, collisions and triggers for various actions	45	
Disc	Pau Fusco	Everything regarding disc actions (movement, interactions with other objects)	240	
Sound	Pau Fusco	Adding audio queues for actions in-game	60	
Resolving doubts	Pau Fusco	Solving doubts regarding the code in the different modules with other team members	300	
Adapting sprites	Miguel Rojas	Picking up missing sprites from the original game and adapting them	440	
Counters	Marc Fernández	Putting the counters on the top of the scene, and change it when the disc collides with the goal walls	400 (will be used later)	
Victory Module	Marc Fernández	Create the victory module.h and .cpp	70	
Player2	Oscar Escofet	Creating the second playable character	300	
Net Collider	Oscar Escofet	Creating a collider for the net that doesn't interact with the player but with the disc	120	
Updating code	Miguel Rojas	Changing all the code to implement a future menu	180	
Module disc(cpp and h)	Marc Fernández	(not used)	80	