Task List and hours worked on each task.

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| --- | --- | --- | --- | --- |
|  | Guillem Arman | Guillem Dominguez | Eric Abad | Pau Bordes |
| Make first module for the intro of the game (Week 1) | 2h | 2h |  | 1h |
| Putting the module for the music & FX (Week 1) | 8 h |  |  |  |
| Cleaning and creating sprites and organizing the art (Week 1 to Week 8) |  | 2h | 1h | 13h |
| Searching the right music and the FX (Week 1) | 1:30h |  |  |  |
| Make the arrow (animation, rotation, sprites, sound) (Week 2) | 4h | 5h | 2h | 4h |
| Make the arrow shoot bubbles correctly(Week 3) | 2h | 3h | 1h | 1h |
| Make the Intro Module Scenes(Week 2) | 2h | 2h | 2h | 2h |
| Make Gameplay Modules (Animations, Music, ) (Week 3) |  | 1h |  | 3h |
| Make Game Over module(Week 7) | 2h |  | 1h |  |
| Make the animations for the idle dragon and the machine(Week 4) |  | 1:30h |  | 3h |
| Make the module for the grid(Week 5) | 3h | 2h | 8h | 2h |
| Putting the colliders properly(Week 4) | 5h | 4h | 4h | 1h |
| Make the bubbles pop(Week 6) | 1h | 3h | 2h | 1h |
| Correct the position of the bubbles(Week 6) | 2h | 2h | 2h | 2h |
| Make level 1, 2, 3(Week 5) | 4h | 5h | 10h | 4h |
| Make that the bubble auto shoot every 10 seconds(Week 7) |  |  | 3h | 1h |
| Make the Hurry Up animation(Week 7) | 1h |  |  | 1:30h |
| Put the next ball into the screen(Week 7) | 30' |  |  |  |
| Implement UI (gameplay module) (Week 1) |  |  | 1h |  |
| Implement Fonts and Ranking(Week 8) |  | 6h |  |  |
| Implement Roof going down(Week 8) | 1h | 2:30h | 2h | 1h |
| Implement Pause/God mode(Week 8) | 30’ |  | 3h | 1h |
| Correcting bugs(Week 8) | 4h | 4h | 2h | 2h |
| Make the Webpage |  | 1h |  | 1h |
| Make the video | 1h | 1h |  | 1h |
| Total HOURS | 45:30 h | 47 h | 44 h | 45:30 h |