

I Was Hiding Studios WorklogTable (v1.0)

TEAM MEMBER	TASK (specific)	TIME (hours)
Arnau Jiménez	Implemented Fullscreen and Gamepad	2
Arnau Jiménez	Tutorial scene	3,5
Arnau Jiménez	Disc created physics and different shots	6
Arnau Jiménez	Fix errors and creating Parabolic shot	4
Arnau Jiménez	Parabolic shot physics	4
Adrià Pons	Disk & Score SFX for JapaneseChar	2,5
Adrià Pons	JapanPlayerPos reset scoring & ClayMap minor changes	2,5
Adrià Pons	BeachMap implemented & JapaneseChar colliders updated	2
Adrià Pons	EnglishPlayer created and implemented into ChooseMap	4,5
Adrià Pons	Both English players anims completed & ResetPosAfterScore (for all players)	6
Adrià Pons	Shadows for All Players & Returning to menu in ClayMap (ESC key)	3,5
Adrià Pons	Added FadeToBlack & SFX to direct Win/Lose and different PlayerColliders bugs fixed	3
Adrià Pons	Reset Score ESC key & some UI SFX	2
Adrià Pons	ModuleController implemented with final controls (finished & working)	2
Adrià Pons	playerVSplayer sprites when match starts finished	2,5
Joel Chaves	Updated SceneIntro because of some errors in the anims	2
Joel Chaves	Updated the Readme for the alpha release	0.5
Joel Chaves	Added some missing UI sprites	1,5
Jan Neto	Time of sets created and working	5
Jan Neto	Sets limiter created (best of 3 sets wins)	4
Jan Neto	Added UI sprites to screen when a set finishes	2,5
Jan Neto	All sets stuff finished and working	3,5
Rylan Graham	Implemented ShadowRect, still not visible yet exists within the game	2

Rylan Graham	Created and Uploaded Particles(FX) sprite sheet. Will begin implementing catch animations, etc.	1.5
Rylan Graham	Implemented a bool game state for celebrating when a goal is scored, still trying to figure out tick delay so that I can make the animation go for 5 seconds then end.	2.5
Rylan Graham	General character fixes with	3
Rylan Graham	Sliding German Movement	4
Rylan Graham	Victory Animations	2
Rylan Graham	Dashing Particles, Catching Particles, Scoring Particles	5
Rylan Graham	Figured out SDL_GetTicks delay, implemented this into throwing and sliding animations.	3
Rylan Graham	Implemented throwing and sliding animation with SDL_GetTicks to all the characters	1,5