

Alberto Hidalgo García				
Tasks			Initial Stimation	Total Hours
Preferences			3h	6h
Log Console			1h	2:30h
OpenGL			2h	3h
Primitives Rendering			4h	3h
First Camera Implementation			30min	1h
Assimp Manager			5h	12h
Hierarchy Window			4h	7h
File System with Drag and Drop			2h	2h
Object Normals			30min	45min
Texture Implementation			4h	6h
Game Objects			8h	12h
Mesh Component			30min	30min
Material Component			30min	30min
Inspector Window with options			4h	9h
Game Object Menu Options			3h	6h
				70:35h
Sonia Cristina Ojeda Lanz				
Tasks			Initial Stimation	Total Hours
About Window			30 min	1h
Fix Gitignore			30 min	2h
Help with Log Console			1h	2h
Devil Library Implementation			1h	1h
Folders Reorganization			1h	2h
Help with Texture Implementation			2h	3h
Game Object Manager Update			3h	6h
Transform Component with display			4h	4h
Camera Update with different camera movements			3h	2h 30 min
Hardware Info Display			3h	2h
CleanUps update			4h	4h
UI Reorganization			3h	3h 30 min
				33h