

Alberto Hidalgo García				
Tasks			Initial Estimation	Total Hours
Implementation PhysFSManager and JsonManager			5h	3h
Creation Library and metafiles			8h	9h
Creation Resources			10h	20h
Loading Meshes using .meta or .mesh			18h	45h
Duplication of files when doing Drag&Drop			1h	2h
Asset Window			3h	6h
Pause and Play			1h	1h
GameObject hierarchy			5h	8h
				94 h
Sonia Cristina Ojeda Lanz				
Tasks			Initial Estimation	Total Hours
Camera Component and Movement			15h	20h
aabb and obb			1h	2h
Creating Game and Editor Windows			5h	8h
Guizmos			2h	3h
Fixing Reparenting			30min	20min
Docking			30min	30min
				33,5 h