| Member | Task name | Time spent |
|---|---|---|
| Xavi | home page wiki redaction | 1h30 |
| Martí | ui r page research and redaction | 1h45 |
| Martí | ui elements files | 40min |
| Xavi | Game analysis | 3h |
| Martí | Levels and items sprites | 2h30 |
| Xavi | Animations | 2h |
| Xavi | Audio files research and page redaction | 2h40 |
| Martí | Logo | 20 min |
|  | 2nd handout |  |
| Xavi | tileset load code | 2h |
| Martí | fixing tileset load, new tilemap creation | 4h |
| Martí | All five levels tilemap | 4h |
| xavi | game audio system | 2h |
| martí | player collision fixing | 3h |
| xavi | player animations | 4h |
| martí | player 2 and enemy class creations | 3h |
| xavi | enemy animations | 3h |
| xavi | object implementation | 2h |
| martí | lifes, enemy damage and loosing | 3h |
| xavi | ui content | 2h |
| xavi | bubbles | 2h |
| xavi | readme and license | 1h |
| martí | bubbles fix | 1h |
| both | enemy killing and win condition | 2h |

| | alpha | |
|---|---|---|
| martí | bubble management and memory leaks | 2 |
| xavi | fullscreen | 1 |
| xavi | transitions between levels | 2 |
| martí | final boss | 3 |
| xavi | item spawn | 3 |
| xavi | web page | 4 |
| martí | player hit animation and enemy bubble animations | 3 |
| martí | small bug fixes | 2 |