**Workload Andreas Dietze: ~60 h (without presentation and VM problems in detail)**

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| **Date** | **Content** | **Hours** |
| 22.02 | Initial game commit, getting more acquainted with swift and spritekit, fighting with VM (2h updates ++) | 4h + 4h vm |
| 23.02 | Outsourced game objects (player, enemy, background) into seperate classes, added Audiomanager, shot management | 6h |
| 24.02 | Collision tests, get familiar with SpriteKit PhysicsBodies, VM again GRRR (2h updates ++) | 2h + 4h vm made my day |
| 25.02 | Fist game collisions with physicsMasks, simple shapes (cirles, boxes), playerBullet vs enemy vs player intersection, debug | 5h |
| 26.02 | Final collision between player, enemy and bullets is polygone based by the shape of the non alpha texels of a texture (edge – shape), player lifes and handling, player dead animation, explosion sprites | 12h |
| 27.02 | Protostars, asteroids, gamestages, physics settings between player and asteroids, game logics, win/lose conditions, new enemy sprite sheets | 12h |
| 28.02 | Gyro-axis counter movment for asteroid push, debug, deploy | 10h |

**Workload Manuel Schmitt: ~52 h (without presentation and VM problems in detail)**

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| **Date** | **Content** | **Hours** |
| 08.02 | Put up development environment ( VMWare Player + MAC OS + Xcode + Simulators) | 10h |
| 10.02 | Got used to Swift + SpriteKit  Created initial game logic: Scrolling Background + Ship + Shot + Controls | 10h |
| 16.02 | Got used to SKActions, SpriteKit-Physics. Got familiar with gyro. VM started to have problems with data transfer (no internet, no data transfer from vm to host or drive) | 10h |
| 25.02 | First collision tests (physicsMasks, bounding boxes, intersections between player, bullet, enemy, asteroid) | 6h |
| 26.02 | Added MainMenu- and Retry-Scenes to create a real game-loop (scene-management); added current- and persistent score; win/lose conditions; created different enemy spawning stages; overall bug fixes | 4h |
| 27.02 | Created PowerUp (Health) that increases life-count (problems with didEnd not triggered); created ship-sprite-sheet for final ship animation; created random rotation for all asteroids; bug fixes (esp. sound, z-Index) | 8h |
| 28.02 | Gyro-axis counter movment for asteroid push, debug, deploy | 4h |