

## Task List

Team member	Task	Hours
Daniel Atalaya Ninà	Filesystem directory iterator to load all the resources with desired extension at once and with a manager that works with a std::map	5h 30min
Daniel Atalaya Ninà	Updating our project game code root to the current biweek newest base, since Proj 2	17h 30min
Jose Antonio Tur	Clean Code to restart	1h
Jose Antonio Tur	Typography (fonts)	10min
Jose Antonio Tur Daniel Atalaya Ninà	Debug mode with ModuleState and Input	10min
Jose Antonio Tur	All enemies (spawn, animation, behavior, particles, drops...)	20h
Jose Antonio Tur	Game loop	2h
Jose Antonio Tur	Video	1h
Jose Antonio Tur	Colliders (WALL, WIN...)	4h
Jose Antonio Tur	Destroyables	1h 30min
Jose Antonio Tur Andreu Miró Sabaté	Boss(F1&F2)	10h
Jose Antonio Tur	Punctuation	30min
Jose Antonio Tur	Controller Input	2h 30min
Jose Antonio Tur Daniel Atalaya Ninà	Trello updates, tasks distribution	1h 30min
Andreu Miró Sabaté	Player animations	4 h
Andreu Miró Sabaté	Water colliders	30min
Andreu Miró Sabaté	Normal bullet	1h
Andreu Miró Sabaté Daniel Atalaya Ninà	Camera and viewport adjustments	3h
Andreu Miró Sabaté	Wall collisions	1h

Andreu Miró Sabaté	Grenade (explosion and launch)	1h
Andreu Miró Sabaté	Power up bullet	30min
Andreu Miró Sabaté	UI	30min
Andreu Miró Sabaté	Music and FX	45min
Rafael Esquius Pérez	Colibrí logo	30min
Rafael Esquius Pérez	Game Loop - Win Screen	45min
Rafael Esquius Pérez	Game Loop - Lose Screen	1h
Rafael Esquius Pérez	Map objects (Rocks, Fences, ...)	1h 15min
Rafael Esquius Pérez	Game Loop - Title Screen	1h 15min
Rafael Esquius Pérez Jose Antonio Tur	Animation Intro	5h
Rafael Esquius Pérez	Red enemy animation Loading	1h
Rafael Esquius Pérez	Green enemy animation Loading	1h
Rafael Esquius Pérez	Grenade animation Loading	45min
Rafael Esquius Pérez	Recluse animation Loading	1h
Rafael Esquius Pérez	Animation Intro Map searching	15min
Rafael Esquius Pérez	Update README	5min
Bernat Cifuentes Casals	Game Loop - Revolution Scene	30 min
Bernat Cifuentes Casals	UPC and Colibri Logo to Pixel Art	30min
Bernat Cifuentes Casals	Fixing Red Enemy Sprites	1h
Bernat Cifuentes Casals	Game Loop - Initial Screen	1h 30min
Bernat Cifuentes Casals	Fixing Enemies Sprites	5h
Bernat Cifuentes Casals	Creating another Intro Scene	30min
Bernat Cifuentes Casals	Loading Different Animations	2h 30min

Daniel Atalaya Ninà	Bug Solving and lowcost scene navigation according to the desired user flux	3h 30min
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