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 30 min
Daniel Atalaya Ninà	Updating our project game code root to the current biweek newest base, since Proj 2	17 h 30 min
Jose Antonio Tur	Typography (fonts)	10min
Jose Antonio Tur Daniel Atalaya Ninà	Debug mode with ModuleState and Input	10min
Jose Antonio Tur	Module Enemy & greenSoldier	7-8h
Jose Antonio Tur	Colliders (WALL, WIN)	3h
Jose Antonio Tur	Punctuation	30min
Jose Antonio Tur Daniel Atalaya Ninà	Trello updates, tasks distribution	1h 30min
Andreu Miró Sabaté	Walking animation player	1h 30min
Andreu Miró Sabaté	Water colliders	30 min
Andreu Miró Sabaté	Normal bullet	1h
Andreu Miró Sabaté Daniel Atalaya Ninà	Camera and viewport adjustations	3h
Rafael Esquius Pérez	Colibrí logo	30 min
Rafael Esquius Pérez	Game Loop - Win Screen	45 min
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
Bernat Cifuentes Casals	Game Loop - Revolution Scene	30 min
Bernat Cifuentes Casals	UPC and Colibri Logo to	30 min

	Pixel Art	
Bernat Cifuentes Casals	Fixing Red Enemy Sprites (not implemented yet)	1h
Bernat Cifuentes Casals	Game Loop - Initial Screen	1h 30 min
Daniel Atalaya Ninà	Bug Solving and lowcost scene navigation according to the desired user flux	3h 30 min