Pablo Acereda García
David Emanuel Craciunescu

Improvements	Actions	Developer	Start Date	Goal Date	% Progress	Observations
Develop Monitoring Plan	It is necessary to develop and update the Monitoring Plan according to the project specifications.	Pablo	April 5	April 11	100%	It can not be specified a progress as tasks might come throughout the development.
Documentation	Write documentation for the project: - Group description. - Carried out processes. - Development perspective. - …	Pablo	April 10	April 11	100%	
Game Modes	Specify game behavior depending on the game mode selected by the user: - Level 1. - … - Level 4.	David	April 9	April 10	100%	Each level has its own specifications.
Movement Implementation	Give the user the opportunity to choose the direction in which the board is going to be moved. - Up. - Down. - Right. - Left.	David	April 9	April 11	100%	
Movement Implementation Auxiliary	Same as above	Pablo	April 9	April 11	100%	
Automated Movement Implementation	Automated movement.	-	-	-	-	-

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Movement Restriction	In case a movement is not possible it shall be specified on screen the following message: "Impossible Direction"	Pablo	April 10	April 10	100%	
Tiles Collision	When two same-valued tiles collide, their value shall be added into one single tile.	David	April 9	April 11	100%	Tiles that have been added can not be used for another merge in the same movement.
Points Count	At the end of the program the total score has to be printed for the user to see.	David	April 10	April 10	100%	
Live System	Each time the user loses a live, its total lives shall be decreased by one unit.	David	April 10	April 11	100%	Three (3) lives in total.
Coloring	The board is going to be colored depending on the value of each individual tile.	David	April 7	April 8	100%	
Pixel Art	Decoration used in: - Lives. - Title. - Board.	David	April 6	April 7	100%	
Program Wrapping	Take the given functional methods being developed and generate the proper structures to wrap them.	Pablo	April 11	April 11	90%	Up and down movements do not work.