

Name	Task	Description (optional)	Time
Sara MM	Create project	<ul style="list-style-type: none"> - Create and render window - Delete some unnecessary code - Add backgroud animation 	3h
Sara MM	Start screen	<ul style="list-style-type: none"> - Add fireworks -- Modify spritesheets - Add credit system (yet to render) -- Add credit sound effect 	7h
Sara MM	Add SDL2_ttf	<ul style="list-style-type: none"> - Download and organize in folders - Fix config - Add font (Tetris 1988) 	3h
Sara MM	Render text function		2h
Sara MM	Load music + Fx	Adjust all music timings	2h
Sara MM	Win / Lose functions	Create both functions + Debugging (instant win/lose)	3h
Andreu Nosàs Soler	Initial Screens		4h
Andreu Nosàs Soler	Gameplay screen: background and text	<ul style="list-style-type: none"> - Added background and the text that appears in the first level. -Curtain animation added aswell. 	4h
Andreu Nosàs Soler	README+License		1/2h
Andreu Nosàs Soler	Scene transitions	<ul style="list-style-type: none"> - Create modules for the initial screens, the difficulty selection screen and FadeToBlack (changing the project so that we can properly transition between scenes). 	3h
Andreu Nosàs Soler	Memory Leaks/Clean Up		2h
Alberto Hidalgo García	Colliders		20h
Alberto Hidalgo García	Block Movement		9h
Sonia Cristina Ojeda Lanz	Block Rotation		7h
Sonia Cristina Ojeda Lanz	Block Sprites(still need to implement them)		8h
Sara MM	God mode / implement and adjust module tetronimo	<ul style="list-style-type: none"> -(Alberto's code) to the main project - Adjust block size and rotarion -Adjust other functions 	5h
Yina Lin	Difficultad selection menu	<ul style="list-style-type: none"> - Include tetramino sprites, text, sound and movement of the arrow -Movement of the rectangles and their random colour changes 	18h

Sara MM	Add lvls base	- All music - All backgrounds	1h
Sara MM	Change gameplay mechanics	- Movement X - Block Fall - Block Spawn - Block render sprite	7h
Sara MM	Debug function	- Spawn Block - God mode - Pause game	30min
Alberto Hidalgo García	Block Rotation	Rotation with sprites and colliders with walls & blocks	6 h
Sara MM	Add lvl 4-5-6	Start with blocks	45min
Sara MM	Clear lines / change sprites		7h
Sara MM	Score + rainbow bar		3h
Sara MM	Add lvl 10	Level 10: spawn line of blocks.	5h
Andreu Nosàs Soler	Fixing game loop	Finding and solving the problems that made the game crash.	12h
Andreu Nosàs Soler	Fixing animation of the curtains and fireworks		8h
Andreu Nosàs Soler	Debug functionality: jump to any level		2h
Andreu Nosàs Soler	Fixing sound effects		1h
Andreu Nosàs Soler	Level 7 gimmicks	Level 7: spawn random blocks.	5h
Andreu Nosàs Soler	Website		30 min
Yina Lin	Full screen	- Maximise and minimise the screen - Squaring with screen size - Game output implementation	8 h
Yina Lin	Level	- Implementation of random colour bar when completing a level and getting a tetris. - Show the number of lines remaining to complete	8 h
Sonia Cristina Ojeda Lanz	Preparing sprites for rotations	Fix and prepare sprites	4h
Sonia Cristina Ojeda Lanz	Bonus for low puzzle		3h
Sonia Cristina Ojeda Lanz	Gamepad controls		1h
Sonia Cristina Ojeda Lanz	Video recording for trailer		1h
Alberto Hidalgo García	Edition trailer video	Mix videos, music and transitions	2h
Alberto Hidalgo García	Bonus for low puzzle	Programmation, help in audio implementation and text for score	4h