

Name	Task	Description (optional)	Time
Sara MM	Create project	<ul style="list-style-type: none"> <li>- Create and render window</li> <li>- Delete some unnecessary code</li> <li>- Add background animation</li> </ul>	3h
Sara MM	Start screen	<ul style="list-style-type: none"> <li>- Add fireworks</li> <li>-- Modify spritesheets</li> <li>- Add credit system (yet to render)</li> <li>-- Add credit sound effect</li> </ul>	7h
Sara MM	Add SDL2_ttf	<ul style="list-style-type: none"> <li>- Download and organize in folders</li> <li>- Fix config</li> <li>- Add font (Tetris 1988)</li> </ul>	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"> <li>- Added background and the text that appears in the first level.</li> <li>-Curtain animation added aswell.</li> </ul>	4h
Andreu Nosàs Soler	README+License		1/2h
Andreu Nosàs Soler	Scene transitions	- 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"> <li>-(Alberto's code) to the main project</li> <li>- Adjust block size and rotarion</li> <li>-Adjust other functions</li> </ul>	5h