

# TASKS

## Information of the tasks:

Tasks are in alphabetical order, not chronological. A small explanation of each one can be found below or in the Readme.md file. Also, the individual Handouts that were used in our code, since we only used one of the four, we only stated the time and involvement of the final one we used, even if the four of us did it.\* We didn't add the time spent on the previous tasks.

Part	Task / Subtask	Start date	Finish date	People involved	Estimated time (all)	Real time (all)	Real time (individual)
C	Background	08.05.19	09.06.19	Alex Núria	2h	6h	2h 4h
C	Camera	08.05.19	27.06.19	Enric Núria	6h	8h	4h 4h
C	Collisions	08.05.19	11.06.19	Enric Tomás	10h	24h	14h 10h
C	Combos	08.05.19	10.06.19	Enric	6h	10h	10h
M/O	Comprobaton	11.06.19	11.06.19	All Núria	1h	4h	1h / each
M/O	Final Handout	11.06.19	11.06.19	All	1h	1h	1h / group
C	Fonts	08.05.19	11.06.19	Enric	2h	4h	4h
C	Full Screen	08.05.19	09.05.19	Enric Alex Núria	6h	10h	2h 6h 2h
C	FX	08.05.19	09.05.19	Alex	2h	2h	2h
C	Gamepad	26.05.19	11.06.19	Enric	6h	10h	10h

M/O	Gameplay	11.06.19	11.06.19	Alex Núria	2h	3h	1h 2h
C	Mechanics	08.05.19	11.06.19	Tomás Núria	14h	22h	10h 12h
C	Menu	11.06.19	11.06.19	Alex	4h	6h	6h
C	Mirror	20.05.19	11.06.19	Tomás	10h	14h	14h
C	Movement	08.05.19	11.06.19	Enric Tomás Núria	20h	30h	10h 12h 8h
C	Music	08.05.19	09.05.19	Alex	2h	4h	4h
C	PvP	08.06.19	11.06.19	Tomás Núria	8h	14h	10h 4h
C	QA	08.06.19	11.06.19	All	14h	24h	6h / each
M/O	Readme	08.05.19	11.06.19	Núria	2h	4h	4h
M/O	Release	11.06.19	11.06.19	Núria	1h	1h	1h
C	Rounds	09.06.19	11.06.19	Alex	4h	6h	6h
C	Screens	08.05.19	09.05.19	Alex	8h	10h	10h
A/C	Sprites	08.05.19	10.06.19	Alex Núria	16h	32h	12h 20h
C	State Machine	08.05.19	11.06.19	Enric Tomás Núria	20h	24h	10h 12h 2h
M	Task distribution	08.05.19	08.05.19	Núria	1h	2h	2h

M	Task file	08.05.19	11.06.19	Núria	2h	6h	6h
C	UI	08.05.19	11.06.19	Enric	4h	6h	6h
M/O	Web Page	29.05.19	11.06.19	Núria	4h	4h	4h
C	Win/Lose	04.06.19	11.06.19	Enric Tomás Alex	8h	10h	4h 4h 2h

## Legend:

### Parts:

Management	M
Art	A
Design	D
Code	C
QA	QA
Others	O

### Team:

Tomás	Tomás
Enric	Enric
Núria	Núria
Alex	Alex
All together (at the same time)	All

## Explanation of the tasks:

**Background:** Implementation of the Sound Beach Stage with background animations

**Camera:** Implementation of the camera limits and following the Players (retouches)

**Collisions:** Collisions for both players and the particles (Power Wave) (retouches)

**Combos:** Implementation of the combos

**Comprobaton:** Make sure everything is as expected before creating the .zip.

**Final Handout:** Link to the Github Web Page in the virtual campus

**Fonts:** Implementation of fonts for the score (retouches) and time

**Full Screen:** Implementation of the full screen and adaptation of the camera

**FX:** Implementation of the FX for Andy

**Gamepad:** Implementation of the gamepad to play

**Gameplay:** Recording of the gameplay and uploading it

**Mechanics:** Jump, Kick, Punch, Power Wave. Localization and size of each sprite for

Andy

**Menu:** Implementation of the menu to choose Andy

**Mirror:** Mirror of both players for Andy

**Movement:** The player can move around with animations and idle for Andy

**Music:** Implementation of the music, with fade in / out for Sound Beach Stage

**PvP:** Implementation of the second player (Player 2) for Andy and colour of the sprites to differentiate them

**QA:** QA and take care of the game's new bugs

**Readme:** Brief description of the project and the game (3rd Handout)

**Release:** Final release of the game and upload to the GitHub Project's Releases

**Rounds:** Implementation of 2 rounds for the full game

**Screens:** Implementation of the "Welcome screen", "Game screen", "Win/Lose screen", back to welcome screen, etc (retouches)

**Sprites:** Take the sprites from the game, spritesheet and localization of each sprite in the spritesheet for the Module Player

**State Machine:** Implementation of the State Machine for Andy

**Task distribution:** Distribution of the tasks and Trello (3rd Handout)

**Task file:** Recopilation of the tasks and .pdf creation (3rd Handout)

**UI:** Implementation of the score (health bars) (retouches)

**Web Page:** Design and release of the web page of the Project

**Win/Lose:** Implementation of the change of screen win a Win/Lose condition (Player 1 Wins or Player 2 Wins)

## Total amount of time working on this task:

Tomás	80 h
Enric	82 h
Núria	81 h
Alex	59 h
ALL TOGETHER	302 h

## Total amount of time working on the project:

Tomás	$24 + 54 + 80 = 154$ h
Enric	$32 + 54 + 82 = 168$ h
Núria	$30 + 62 + 81 = 173$ h
Alex	$20 + 28 + 59 = 107$ h

ALL TOGETHER	$106 + 198 + 302 = 606$ h
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## PREVIOUS TASKS

### Information of the tasks:

\*As stated before

Part	Task / Subtask	Start date	Finish date	People involved	Estimated time (all)	Real time (all)	Real time (individual)
C	Background	20.03.19	03.04.19	Enric Alex	2h	4h	2h 2h
C	Base code	19.03.19	03.04.19	Enric	4h	6h	6h
C	Camera	03.04.19	27.04.19	Enric Núria	6h	8h	4h 4h
C	Collisions	03.04.19	27.04.19	Enric Tomás	10h	20h	8h 12h
M/O	Comprobation	28.04.19	28.04.19	All	1h	4h	1h / each

C	Debug	03.04.19	27.04.19	Enric Alex Tomás Núria	4h	8h	2h 2h 2h 2h
C	Fonts	10.04.19	27.04.19	Enric	2h	4h	4h
C	FX	20.03.19	19.04.19	Alex	2h	2h	2h
M/O	Game files	28.04.19	28.04.19	All	1h	1h	1h / group
C	Mechanics	26.03.19	27.04.19	Tomás Núria	14h	22h	10h 12h
C	Mirror	03.04.19	27.04.19	Núria	4h	10h	10h
C	Movement	02.04.19	27.04.19	Tomás Núria	10h	18h	10h 8h
C	Music	20.03.19	27.04.19	Alex	2h	4h	4h
C	PvP	03.04.19	27.04.19	Núria	4h	8h	8h
C	QA	23.04.19	28.04.19	All	14h	24h	6h / each
M/O	Readme	23.04.19	28.04.19	Núria	2h	4h	4h
C	Screens	27.03.19	27.04.19	Alex	8h	10h	10h
C	State Machine	09.04.19	27.04.19	Enric Tomás Núria	20h	30h	10h 12h 8h
M	Task distribution	23.04.19	23.04.19	Núria	1h	2h	2h
M	Task file	26.04.19	27.04.19	Núria	2h	6h	6h

C	UI	10.04.19	27.08.19	Enric	4h	6h	6h
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## Legend:

### Parts:

Management	M
Art	A
Design	D
Code	C
QA	QA
Others	O

### Team:

Tomás	Tomás
Enric	Enric
Núria	Núria
Alex	Alex
All together (at the same time)	All

## Explanation of the tasks:

**Background:** Scroll empty background

**Base code:** Base code already implemented (PreUpdate, Update, PostUpdate, etc)

**Camera:** Implementation of the camera limits and following the Players

**Collisions:** Collisions for both players and the particles (Power Wave)

**Comprobation:** Make sure everything is as expected before creating the .zip.

**Debug:** Debug functionality (God mode -both-, Direct Win / Lose -both-, Mute / Unmute sound, Collisions)

**Fonts:** Implementation of fonts for the score

**FX:** Implementation of the FX for Terry

**Game files:** Executable of the game in the virtual campus (2nd Handout)

**Mechanics:** Jump, Kick, Punch, Power Wave. Localization and size of each sprite for Terry

**Mirror:** Mirror of both players for Terry

**Movement:** The player can move around with animations and idle for Terry

**Music:** Implementation of the music, with fade in / out for Pao Pao Café

**PvP:** Implementation of the second player (Player 2) for Terry

**QA:** QA and take care of the game's bugs

**Readme:** Brief description of the project and the game (2nd Handout)

**Screens:** Implementation of the "Welcome screen", "Game screen", "Win/Lose screen", back to welcome screen, etc

**State Machine:** Implementation of the State Machine for Terry

**Task distribution:** Distribution of the tasks and Trello (2nd Handout)

**Task file:** Recopilation of the tasks and .pdf creation (2nd Handout)

**UI:** Implementation of the score (health bars)

## Total amount of time working on the wiki:

Tomás	24 h - UI
Enric	32 h - Art
Núria	30 h - Design, Art, Audio, Bibliography, Management
Alex	20 h - Audio, General Analysis