

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.

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	Comprobatión	28.04.19	28.04.19	All	1h	1h	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	27.08.19	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

Legend:

Parts:

Management
Art
Design

M
A
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

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

Game files: Executable of the game in the virtual campus

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

Mirror: Mirror of both players

Movement: The player can move around with animations and idle

Music: Implementation of the music, with fade in / out

PvP: Implementation of the second player (Player 2)

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

Readme: Brief description of the project and the game

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

State Machine: Implementation of the State Machine

Task distribution: Distribution of the tasks and Trello

Task file: Recopilation of the tasks and .pdf creation

UI: Implementation of the score (health bars)