**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 | Comprobation | 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 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, PostUdate, 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)