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| **N°** | **ACTIVIDAD** | **LISTO/EN PROCESO/SIN REALIZAR** | **DETALLES** |
|  |  |  |  |
| 1 | Crear QGraphiscView y heredarlo en mainwindow. | x | Qt |
| 2 | Poner un objeto cuadrado en el QGraphicsView. | x |  |
| 3 | Crear objeto tiro parabólico | x |  |
| 4 | Lograr que esta bolita no salga del QGraphicsView. | x |  |
| 5 | Ajustar disparador. | x |  |
| 6 | Detectar la colisión entre los dos objetos. |  |  |
| 7 | (Prueba 1). |  |  |
| 8 | Estudio de ventana de niveles. |  | Estudiar archivos entre qt (como cargar y guardar ara el manejo de clases). |
| 9 | Poner obstáculo objetivo. | x |  |
| 10 | Hacer pruebas con el objeto objetivo (guardar la detección de la colisión en un archivo o en una variable). |  |  |
| 11 | Implementar contador de disparo. |  |  |
| 12 | Prueba 2 con todo lo anterior. |  |  |
| 13 | Implementar las otras clases. | x |  |
| 14 | Prueba del disparador con las demás clases. | x |  |
| 15 | Estudio de gravedad y ventanas (si se logran las dos, se implementan las dos). |  |  |
| 16 | Implementación de puntajes. | x |  |
| 17 | Estudio de guardar puntaje en un archivo. |  | Estudiar cargar partida con un archivo. |
| 18 | Agregar botones. |  | Manejo del juego o interfaz |
| 19 | Front del juego (visual y sonidos). |  |  |

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| TAREAS/  SEMANA |  | | | | 1 | | |  | 2 | | | | | | 3 | | | | | | | |
| 06/07/2020 - 11/07/2020 | | | | | | |  | 13/07/2020 - 18/07/2020 | | | | | | 20/07/2020 - 25/07/2020 | | | | | | | |
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