As a Management, i supervised all the departments and tasks plus every core aspect of the structure and modules that brings to life FF Dawn Of Ivalice.

The most relevant tasks i did is all the player relative, collisions, designing the most of the attacks behaviour on code, game feel, camera shaking, and contribute on all the areas with ideas and solutions.

Specific lists of tasks, doesn't count management and the most of thinking and designing/ researching tasks:

Developer	Tasks	Estimated	Real	Time Deviation	Date
José Antonio Prieto	Calendar of work - research/structure/writing	4:00:00	5:00:00	1:00:00	28/02/19
	Finish milestones	2:00:00	1:30:00	-0:30:00	01/03/19
	Final General Analysis - Fantasy tactics series franchise/general fixes	2:00:00	3:00:00	1:00:00	02/03/19
	TDD: Versions and external libraries	2:00:00	2:30:00	0:30:00	05 - 06 /03/19
	final touches/polish/polish/polish wiki, make and prepare pitch ppt/talk	4:00:00	5:00:00	1:00:00	08 - 09 - 10 / 03/19
	Thinking and designing Player System UML structure	2:00:00	1:30:00	-0:30:00	16/03/19
	Working on Player System / Entities	6:00:00	8:00:00	2:00:00	19/03/19
	Working on playerSystem/movement/animations/ gamepad/etc	12:00:00	10:00:00	-2:00:00	20/03/19
	Tweaking and reworking player input animation movements (adapted to isometric angle), fixes	4:00:00	3:00:00	-1:00:00	21 -22 /03/19
	researching/thinking and designing possible idea for "collisions",attacks range/area, movement limits, max entities on tiles/subtiles division map,working on pivots/player limit movement etc	8:00:00	6:00:00	-2:00:00	24-25/03 /19
	Researching and starting the day before idea, debug map grids etc	8:00:00	10:00:00	2:00:00	25-26/03 /19
	Working on subtile system, coordinates/map/structures/methods /functions/debug/test/finish	11:00:00	12:00:00	1:00:00	30 - 31/03/19
	Working on attack manager, structure/methods/bfs propagation logic etc	10:00:00	12:00:00	2:00:00	31 - 01/04/19
	working on attack manager, getting involved entities/filtering/linking to buff manager functionality	10:00:00	10:00:00	0:00:00	01 - 02/ 04/19

|	Task				Date
	fixed entities and propagationattack delete relatives, subtile map coord displacement, not "grid" itself walkability random issues, several memleaks	5:00:00	4:00:00	-1:00:00	02 - 03/04/19
	thinking how to implement and start structure of input combat/various fixes	4:00:00	4:00:00	0:00:00	03 - 04/04/19
	thinking/explaining items/inventory/buff structures/control combat etc, early code	8:00:00	10:00:00	2:00:00	04-05/04 /19
	working on combat system/aim system	10:00:00	12:00:00	2:00:00	05 - 06/04/19
	working on combat/system/fix aim targeted entity random infraction, clamp radius, camera system	10:00:00	10:00:00	0:00:00	07/04/19
	researching how to do a good camera shake / transitions / smoothing etc	8:00:00	6:00:00	-2:00:00	08/04/19
	researching some displacement issues with maps / walkability	4:00:00	6:00:00	2:00:00	08/04/19
	working on smooth player collisions with environment	4:00:00	6:00:00	2:00:00	09/04/19
	working on camera shaking, gamepad force feedback rumble	6:00:00	8:00:00	2:00:00	10 - 11/04/19
	fixing / building / rethinking new systems and planning (iso order)	5:00:00	8:00:00	3:00:00	11 - 12/04/19
	fixing various severe crashes and working on iso ordering/importing from tiled	10:00:00	12:00:00	2:00:00	13 - 14/04/19
	working on assets importing and ordering	8:00:00	12:00:00	4:00:00	14 - 15/04/19
	working on new player dynamic collision vs tilemap neighbours	8:00:00	10:00:00	2:00:00	15 - 16/04/19
	working on new response to tile collisions (SAT based)	10:00:00	12:00:00	2:00:00	17 - 18/04/19
	added particle system and test, added dash functionality| more fixes	7:00:00	12:00:00	5:00:00	18 - 19/04/19
	added all dashes, more particles, attack manager v2, fixes	12:00:00	12:00:00	0:00:00	19 - 20/04/19
	more work on attacks, feel, feedback, preparing release etc etc	18:00:00	24:00:00	6:00:00	20 - 22/04/19
	reworking player input and more ideas/managing/cutting	6:00:00	8:00:00	2:00:00	15 - 16/05/19
	reworking player input	adding flower boss, fixes, etc	18:00:00	20:00:00	2:00:00	16 - 17/05/19
	new function for get joystick directions like buttons, fixed gui tab with joystick,fixes	6:00:00	5:00:00	-1:00:00	26/05/19

	Description				
	new sprite art animations for breakable assets	1:00:00	1:00:00	0:00:00	28/05/19
	management	2:00:00	3:00:00	1:00:00	28/05/19
	added cooldown and clocks to dash	0:30:00	1:00:00	0:30:00	28/05/19
	added check to invalid destination pos TP Ritz, returns the last valid pos from the end	1:00:00	2:00:00	1:00:00	29/05/19
	reworked and added idle animations / fixes / tweaks / pivoting players / shadow	10:00:00	8:00:00	-2:00:00	01/06/19
	tweaks and fixes animations, working on input mapping, new function to lockplayerstate etc	9:00:00	8:00:00	-1:00:00	02/06/19
	working on input mapping / load / save / tests	6:00:00	8:00:00	2:00:00	03/06/19
	working on input mapping / save / associate elements of gui for input rects etc / new functions	7:00:00	5:00:00	-2:00:00	03/06/19
	working on input mapping / listener to change input for gui control keybinding panels / swap repeateds	6:00:00	5:00:00	-1:00:00	04/06/19
	working on input mapping / checks between swaps keys on repeated functions on menu	logic	5:00:00	4:00:00	-1:00:00	04/06/19
	working and final fixes to listener for gui input keybinding, all possibilites checked	3:00:00	4:00:00	1:00:00	04/06/19
	into the void, finding vector growing problem on update, new testing function to possible rebirth of ritz	8:00:00	6:00:00	-2:00:00	05 - 06/06/19
	crosshair, intelligent clamp, more radius of detection	3:00:00	3:00:00	0:00:00	07 - 08/06/19
	Added toggle mode for aim and needed functions, load/save/gui needs	2:00:00	4:00:00	2:00:00	07 - 08/06/19
	fixed cooldowns at init, fire particle of tornado marche at start	3:00:00	4:00:00	1:00:00	07 - 08/06/19
	created snow explosion animation and adapted tornado to whispers of ice color palette	1:00:00	2:00:00	1:00:00	07 - 08/06/19
	working on new chests animations, new chest color, fix dash after locks input, fix for lastProjectile of ritz	5:00:00	6:00:00	1:00:00	08/06/19
	new breakable animation nd fixed shadows barrel1, asset torch animated,load default gamepad mapping	7:00:00	6:00:00	-1:00:00	09/06/19
	reworking/tweaking boss, remake boss zone map, added poweder particles to spawned entities from	8:50:00	9:00:00	0:10:00	09/06/19

|	boss				
	adding new energyShield boss anim, delete from subtiles, other fixes	4:00:00	3:00:00	-1:00:00	10/06/19
	Fixing last things (easings crash, hovering crash,) | tweaking | boss tweaking | documentation	10:00:00	12:00:00	2:00:00	10/06/19
	TOTAL	354:20:00	394:30:00	40:10:00	

Visuals of design ideas:

Some of the last breakables animations:
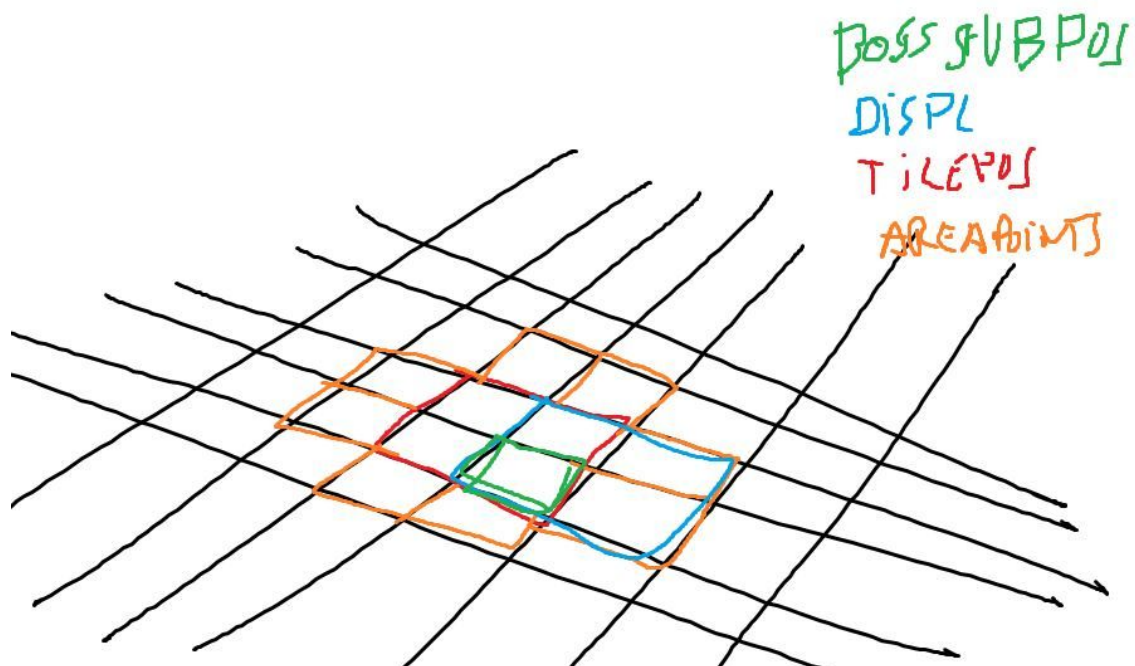
Boss area tile instantiation

ITEM X

INT 10
FUERZA 30

coder
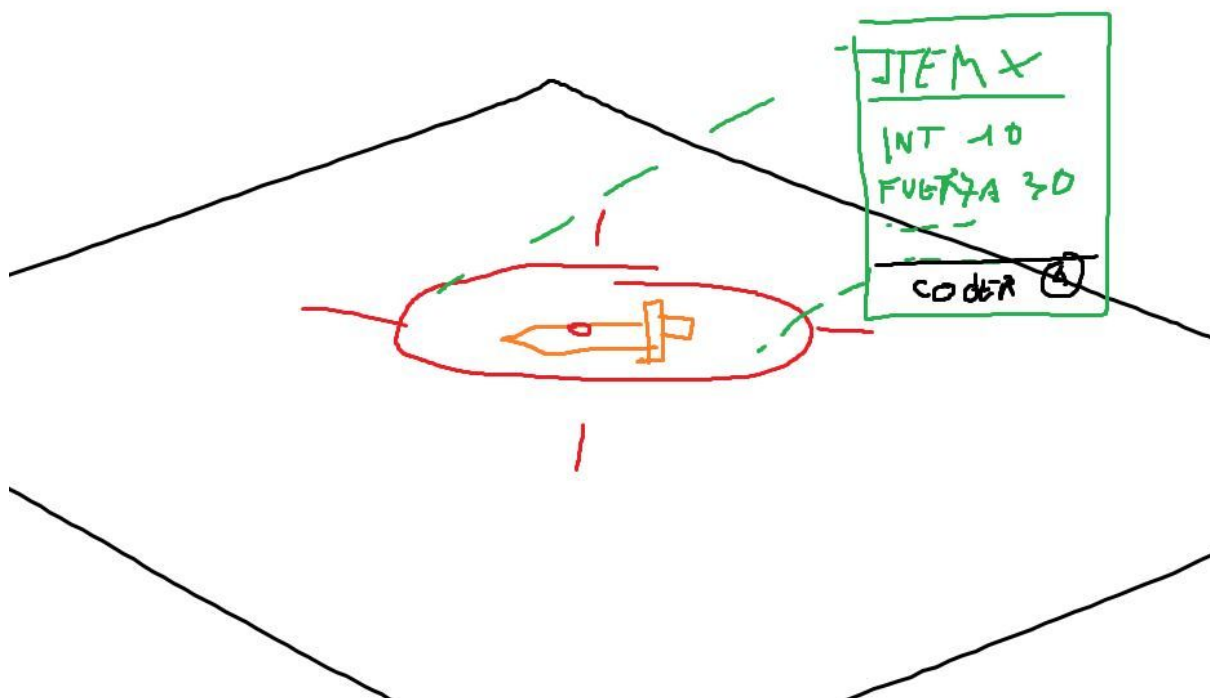
Ideas for hovering a loot and get the data with crosshair
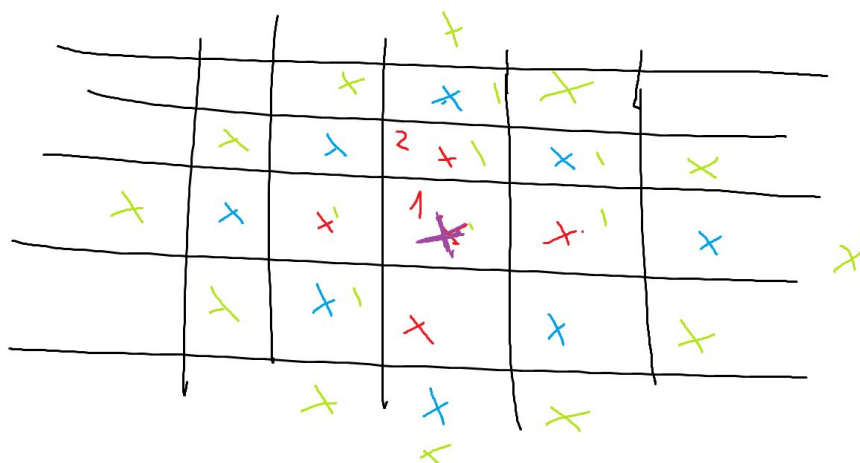
Thinking the attack manager core functionality

Handwritten annotations on the diagram:
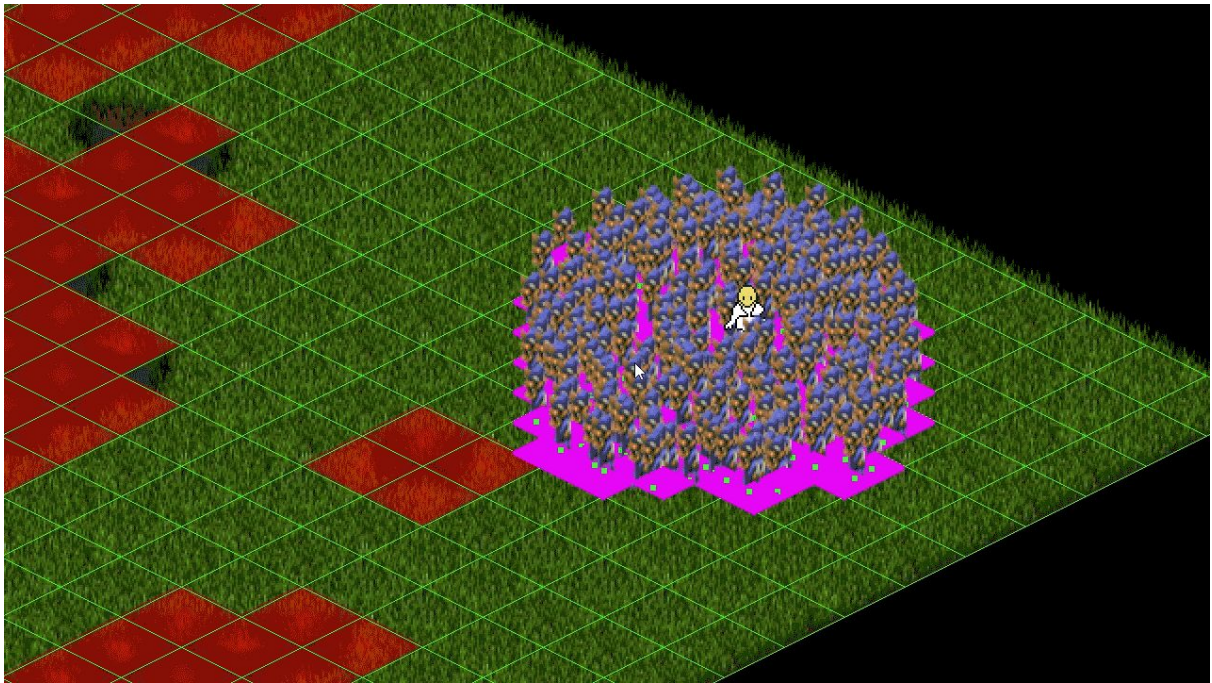- 1 LOOP
- WHILE/FINISH NORMAL
- FINAL BOON 1 FULL LOOP
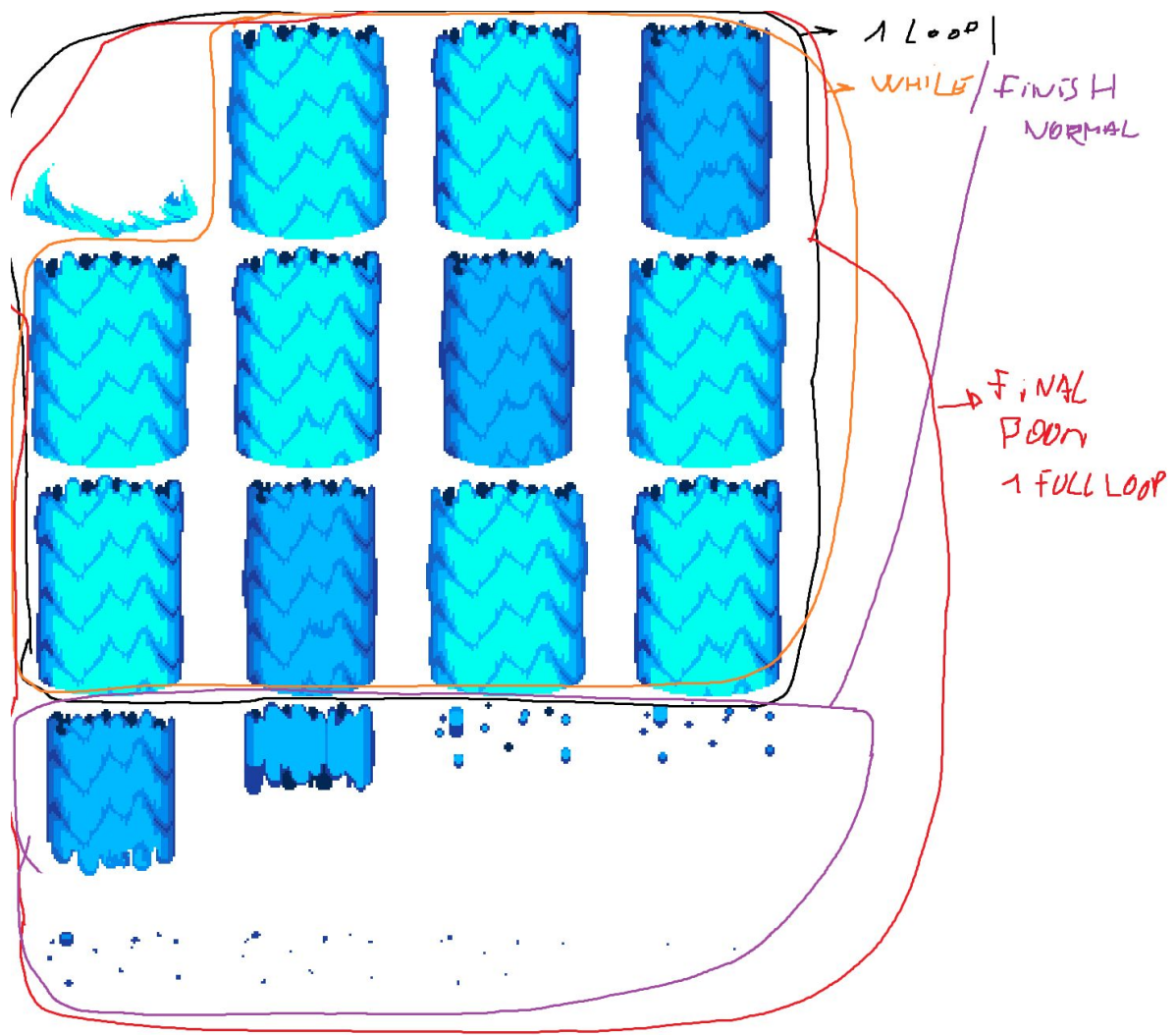
Designing how to implement one of the most visuals animations of the ultimate of Ritz, circle of death loop and behaviour.

final → RESET
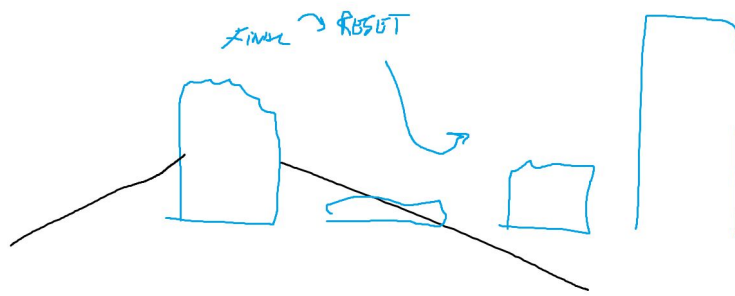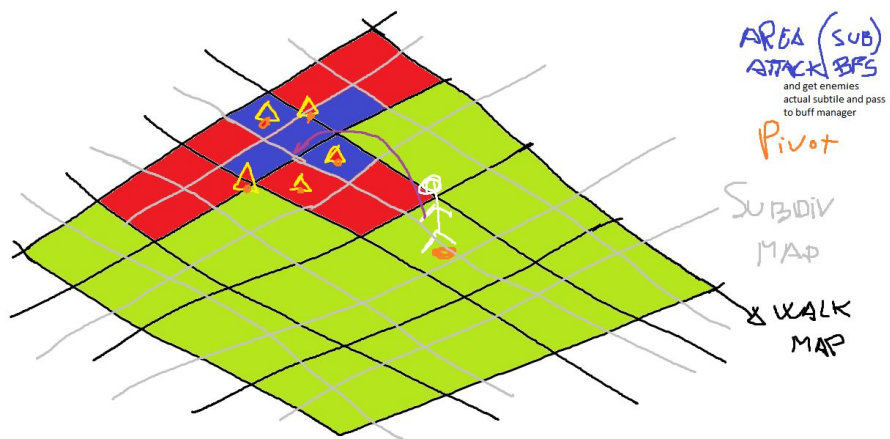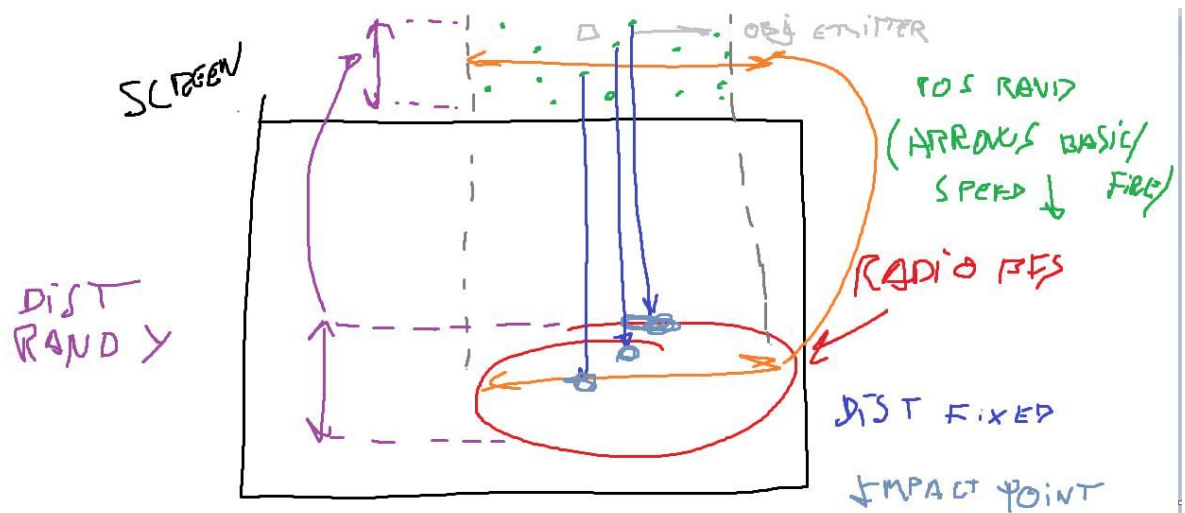
Ultimate ritz behaviour
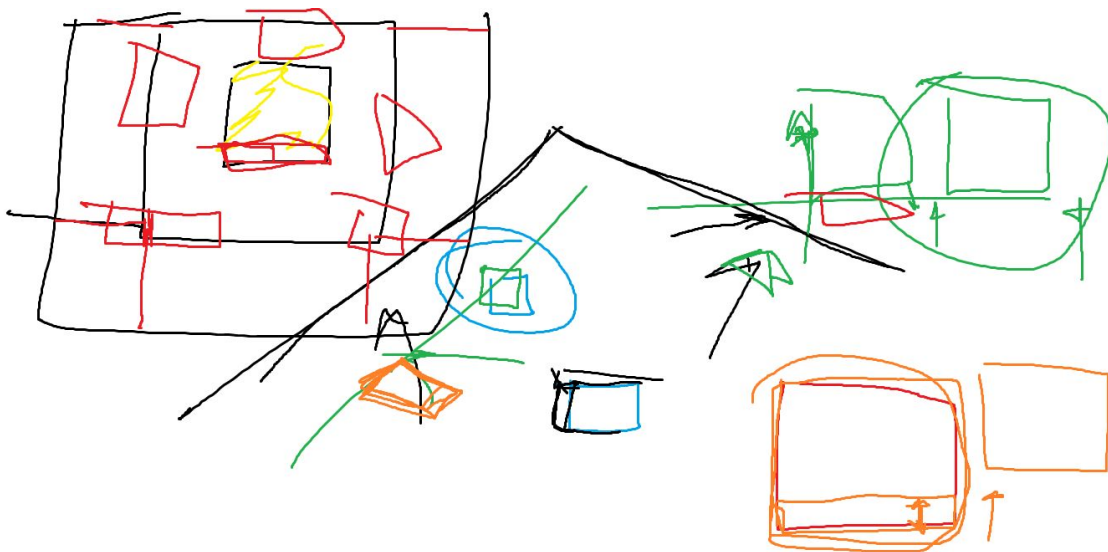
New collision system for the player collision only

First tests of the expansion of the attack manager module wip

AREA (SUB)
ATTACK BFS
and get enemies
actual subtile and pass
to buff manager

Pivot

SUBDIV
MAP

X WALK
MAP

First ideas for how to work the core base of entities and data maps

Designing the behaviour of the Shara ultimates, emitters behaviour
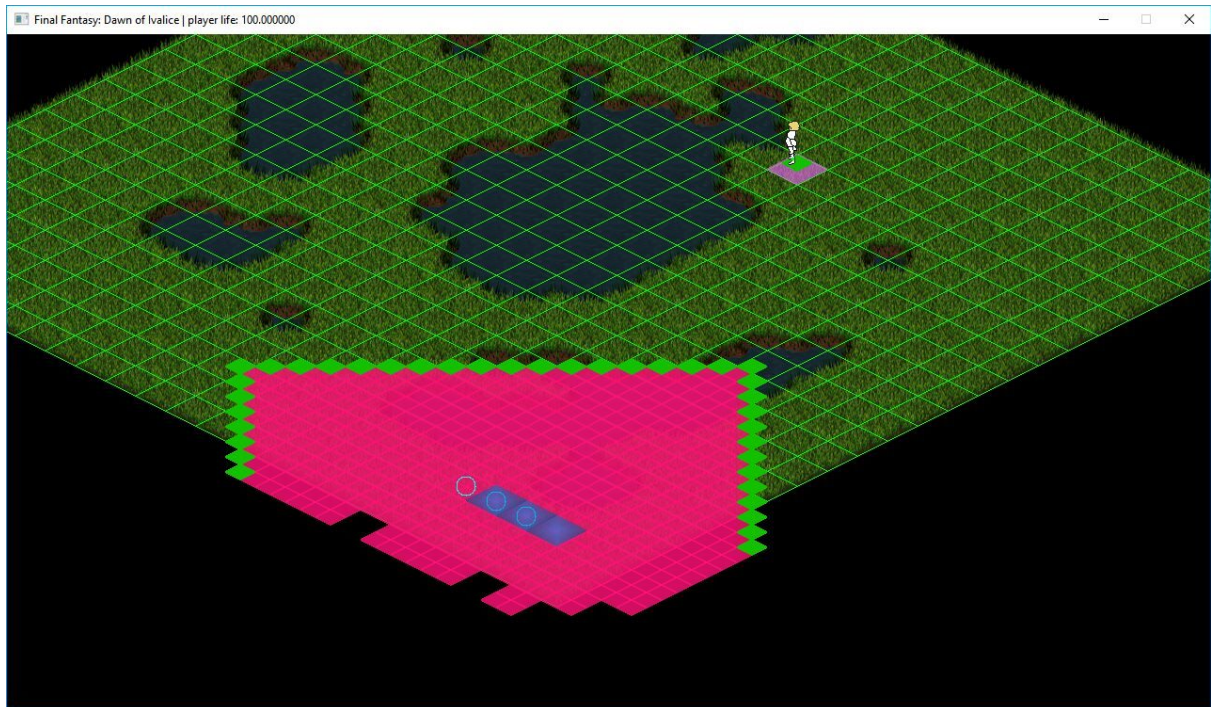
Testing the attack manager first iteration