

Team Member	Task	Time Hours
Pau	Camera limits	3
Pau	Win/Lose condition	2
Pau	Player Mechanics	10
Pau	Add colliders and code collisions	7
Pau	Adding Module Intro	2
Pau	Adding Module Fadetoblack	1
Pau	Enemies mechanics	4
Pau	Boss	4
Pau	Granades	4
Júlia	Adding sound effects	1
Júlia	Adding music	2
Júlia	Editing the map	2,5
Júlia	Creating the enemies (red and bomb) (animations,	7,5
Júlia	Changing the sprites in order to create the enemies	1
Júlia	Adding Power Up	6
Júlia	Power Up Prisoner (animation, functions)	5
Júlia	Adding and testing water collisions	4
Júlia	Functions shooting and walking in the water	5
Júlia	Adding animation of the player in the water	1
Júlia	Adding Module Fonts	2
Júlia	Adding UI	2
Júlia	Testing and editing UI	4,5
Júlia	Create lifecounter	2

Júlia	Editing Intro	2,5
Júlia	Adding Cutscene	2
Júlia	Editing Cutscene (Animation, arrange images,	5
Júlia	Adding Gamepad	1,5
Júlia	Editing game for gamepad	5
Júlia	Instant win	0,5
Júlia	Added Win scene	2
Adrián Ponce	Organize sprites	3
Hèctor	Video	3