

Detailed report (All time)

01/01/2006 - 12/31/2027

Summary			
Total Hours	Billable Hours	Revenue	Average Daily Hours
15:15:27	15:15:27 (100%)	-	5.09 Hours

All time entries all time							
DESCRIPTION	DURATION	MEMBER	PROJECT	TAGS	START DATE	START TIME	STOP TIME
Build and test demo	0:24:42	Bryanbrouwerus	• TreesForAll	-	07/28/2025	12:02 AM	12:26 AM
Setup simple demo scene	0:49:41	Bryanbrouwerus	• TreesForAll	-	07/27/2025	10:58 PM	11:47 PM
Add deletion of existing trees on new session start	0:04:28	Bryanbrouwerus	• TreesForAll	-	07/27/2025	10:51 PM	10:56 PM
Implement weeding growth action	0:26:41	Bryanbrouwerus	• TreesForAll	-	07/27/2025	10:21 PM	10:47 PM
Updating my notes	0:02:18	Bryanbrouwerus	• TreesForAll	-	07/27/2025	10:18 PM	10:20 PM
Add support for growth action UI	0:46:29	Bryanbrouwerus	• TreesForAll	-	07/27/2025	9:28 PM	10:15 PM
Add support for seed bag mesh in seed data	0:03:08	Bryanbrouwerus	• TreesForAll	-	07/27/2025	9:21 PM	9:24 PM
Add inverse condition support for ground material	0:02:29	Bryanbrouwerus	• TreesForAll	-	07/27/2025	9:17 PM	9:20 PM
Implement game session functionality	0:46:54	Bryanbrouwerus	• TreesForAll	-	07/27/2025	8:27 PM	9:13 PM
Implement seed bag spawner	0:32:45	Bryanbrouwerus	• TreesForAll	-	07/27/2025	7:54 PM	8:27 PM
Add UI to the score manager	0:14:32	Bryanbrouwerus	• TreesForAll	-	07/27/2025	7:37 PM	7:51 PM
Implement ground material condition	0:18:25	Bryanbrouwerus	• TreesForAll	-	07/27/2025	7:17 PM	7:35 PM

All time entries all time							
DESCRIPTION	DURATION	MEMBER	PROJECT	TAGS	START DATE	START TIME	STOP TIME
Implement ground material condition	0:00:05	Bryanbrouwerus	• TreesForAll	-	07/27/2025	7:16 PM	7:16 PM
Simple art implementation pass and fix already overlapping tools not updating active state	0:22:27	Bryanbrouwerus	• TreesForAll	-	07/27/2025	6:50 PM	7:12 PM
Simple art implementation pass	1:00:23	Bryanbrouwerus	• TreesForAll	-	07/27/2025	5:39 PM	6:39 PM
Simple art implementation pass	0:01:04	Bryanbrouwerus	• TreesForAll	-	07/27/2025	5:36 PM	5:37 PM
Looking for some simple art assets	0:07:14	Bryanbrouwerus	• TreesForAll	-	07/27/2025	4:09 PM	4:17 PM
Implement new planting behavior	0:41:00	Bryanbrouwerus	• TreesForAll	-	07/27/2025	3:13 PM	3:54 PM
Implement new planting behavior	0:23:00	Bryanbrouwerus	• TreesForAll	-	07/27/2025	2:39 PM	3:02 PM
Implement new planting behavior	0:22:58	Bryanbrouwerus	• TreesForAll	-	07/27/2025	2:08 PM	2:31 PM
Add plant type near condition, and new seed type	0:15:40	Bryanbrouwerus	• TreesForAll	-	07/27/2025	1:46 PM	2:01 PM
Testing	0:01:34	Bryanbrouwerus	• TreesForAll	-	07/27/2025	1:43 PM	1:44 PM
Link new managers to existing functionality	0:06:56	Bryanbrouwerus	• TreesForAll	-	07/27/2025	1:36 PM	1:43 PM
Add plant instance manager and score manager singletons	0:08:05	Bryanbrouwerus	• TreesForAll	-	07/27/2025	1:26 PM	1:34 PM
Update my notes with current progress and next steps	0:08:10	Bryanbrouwerus	• TreesForAll	-	07/27/2025	1:15 PM	1:23 PM
Refactor the growth action runtime a bit since the plant instance script is too crowded.	0:37:33	Bryanbrouwerus	• TreesForAll	-	07/27/2025	12:27 PM	1:04 PM

All time entries all time							
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Implement growth action timeout (aka plant dying)	0:11:50	Bryanbrouwerus	• TreesForAll	-	07/27/2025	12:14 PM	12:26 PM
Finish plant growth action progression functionality and minor bugfixes	0:51:20	Bryanbrouwerus	• TreesForAll	-	07/27/2025	11:15 AM	12:07 PM
Write git commit description	0:04:00	Bryanbrouwerus	• TreesForAll	-	07/26/2025	10:09 PM	10:13 PM
Implement unity side prefabs, and remaining functionality	2:01:06	Bryanbrouwerus	• TreesForAll	-	07/26/2025	8:04 PM	10:05 PM
Implement first iteration code from the class diagram concept	1:21:34	Bryanbrouwerus	• TreesForAll	-	07/26/2025	6:26 PM	7:47 PM
Setup git repo, and add existing docs, diagram and VR template	0:08:49	Bryanbrouwerus	• TreesForAll	-	07/26/2025	6:15 PM	6:24 PM
Draw simple class diagram for overview	0:41:39	Bryanbrouwerus	• TreesForAll	-	07/26/2025	4:04 PM	4:46 PM
Write out notes about project requirements, and system design thoughts	0:25:03	Bryanbrouwerus	• TreesForAll	-	07/26/2025	3:38 PM	4:03 PM
Tryout and check features in VR template	0:13:12	Bryanbrouwerus	• TreesForAll	-	07/26/2025	3:20 PM	3:34 PM
Setup unity and meta quest 2 for development	0:28:13	Bryanbrouwerus	• TreesForAll	-	07/26/2025	2:52 PM	3:20 PM