Task	Time Spent
Research about Pathfinding	02:00:00
Set up maps and walls	00:04:00
Create Agents and Destinations	00:05:00
Create Materials	00:03:00
Write code for the node grid	00:18:00
Write code for A* pathfinding algorithm	00:22:00
Write code for heap optimization	00:20:00
Write code for moving agents	00:15:00
Write code for movement penalties	00:17:00
Sub-Total	03:44:00
Research about obstacle avoidance	02:00:00
Trial and Error for agent avoidance	02:16:00