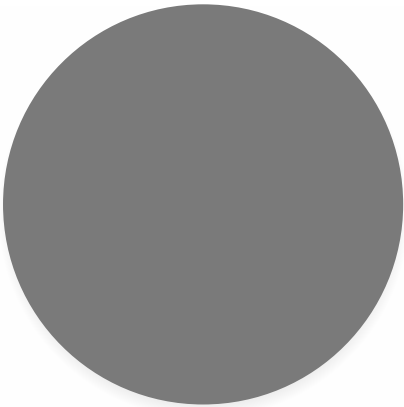
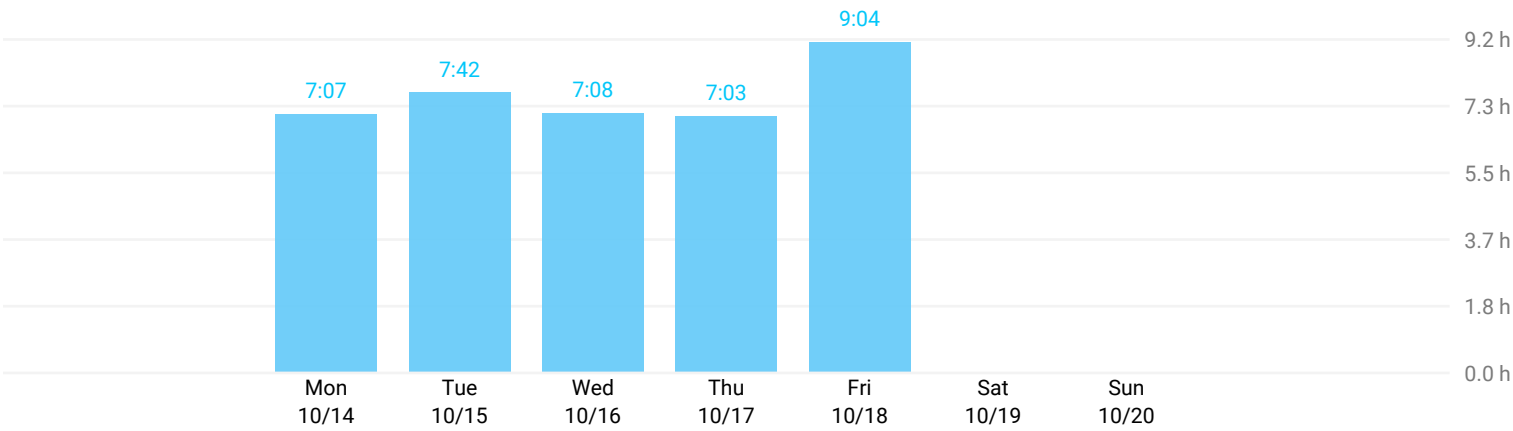
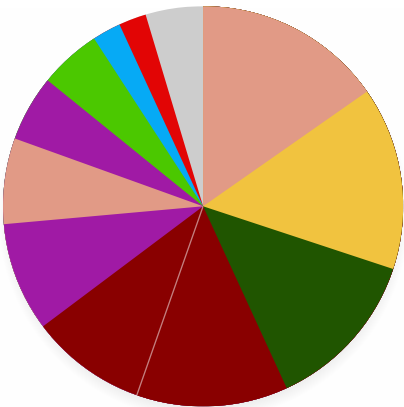


October 14, 2019 – October 20, 2019

TOTAL HOURS: 38:06:04



PROJECT	DURATION
Without project	38:06:04



TIME ENTRY	DURATION
Implement growth factor of light (including calculation of estimated average light time)	5:50:01
Influence of light on plant growth and calculating average time spent in light for an object (over 24h)	5:37:28
Light segment	4:59:01
Presentation	4:39:37
Powerpoint	3:34:40
Find optimization techniques for large interactive systems intended for use in a game	3:21:44
Implement seasons (in vegetation)	2:38:18
Polish paper	2:00:22
	1:56:00
Investigate real life vegetation response to seasonal changes	0:52:10
Writing report	0:52:04
Other time entries	1:44:39

PROJECT - TIME ENTRY

DURATION

Without project	38:06:04
	1:56:00
Coach meeting	0:45:18
Find optimization techniques for large interactive systems intended for use in a game	3:21:44
Implement growth factor of light (including calculation of estimated average light time)	5:50:01
Implement seasons (in vegetation)	2:38:18
Influence of light on plant growth and calculating average time spent in light for an object (over 24h)	5:37:28
Introduction	0:32:09
Investigate real life vegetation response to seasonal changes	0:52:10
Light segment	4:59:01
Polish paper	2:00:22
Powerpoint	3:34:40
Presentation	4:39:37
Supervisor Meeting	0:27:12
Writing report	0:52:04