

Name	Clock-in	Clock-out	Time Spent (hours)	Work Completed (Brief Description)		running total	
Trent	9/5/2024 17:15	9/5/2024 18:30	1.25	roughed out entire software project		32.73	group meeting
James	9/5/2024 17:15	9/5/2024 18:30	1.25	roughed out entire software project			
Joshua	9/5/2024 17:15	9/5/2024 18:30	1.25	roughed out entire software project			
Will	9/5/2024 17:15	9/5/2024 18:30	1.25	roughed out entire software project			
Ky	9/5/2024 17:15	9/5/2024 18:30	1.25	roughed out entire software project			
Will	9/8/2024 23:45	9/9/2024 0:00	0.25	create commandcenter class outline			
Trent	9/9/2024 8:00	9/9/2024 8:15	0.25	create ship class outline			
Joshua	9/9/2024 9:00	9/9/2024 9:15	0.25	create Board class outline [converted to Player class]			
Trent	9/9/2024 11:00	9/9/2024 12:45	1.75	GTA init meeting, class structure discussion			
James	9/9/2024 11:00	9/9/2024 12:45	1.75	GTA init meeting, class structure discussion			
Joshua	9/9/2024 11:00	9/9/2024 12:45	1.75	GTA init meeting, class structure discussion			
Will	9/9/2024 11:00	9/9/2024 12:45	1.75	GTA init meeting, class structure discussion			
Ky	9/9/2024 11:00	9/9/2024 12:45	1.75	GTA init meeting, class structure discussion			
James	9/11/2024 11:00	09/11/24 14:00	3.00	initialize interfaces and project structure			
Joshua	9/12/2024 8:00	9/12/2024 9:45	1.75	worked on player class, project skeleton fixes, github management			
Trent	9/13/2024 15:45	9/13/2024 16:30	0.75	worked on ship class			
Ky	9/14/2024 2:52	9/14/2024 4:55	2.05	worked on game class			
James	9/15/2024 15:54	9/15/2024 22:20	6.43	wrap-up, bug fixes, docs			
Ky	9/15/2024 21:00	9/15/2024 22:00	1.00	testing/debugging, wrap			
Trent	9/15/2024 21:30	9/15/2024 22:30	1.00	wrap-up, documentation			
Will	9/15/2024 21:30	9/15/2024 22:30	1.00	add error handling to game class / comment code			