-The .vid related tasks I was given at the beginning of the project too much less time than expected

-Work on the Deliverables was roughly the same as planned

-The player load algorithm differs significantly because the scope of the program was changed and it was initially stripped down to a much simpler function and then removed altogether

-Algorithm optimization was hence removed so I did no work on it

-Other general additions and testing to the project I did took a little less than what was predicted

The main reason for the time differences was the changing scope of the project. One of the larger tasks (player load analyser) was removed because we realised it wasn’t needed a bit after half way through the project.