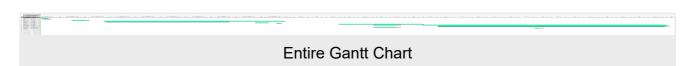
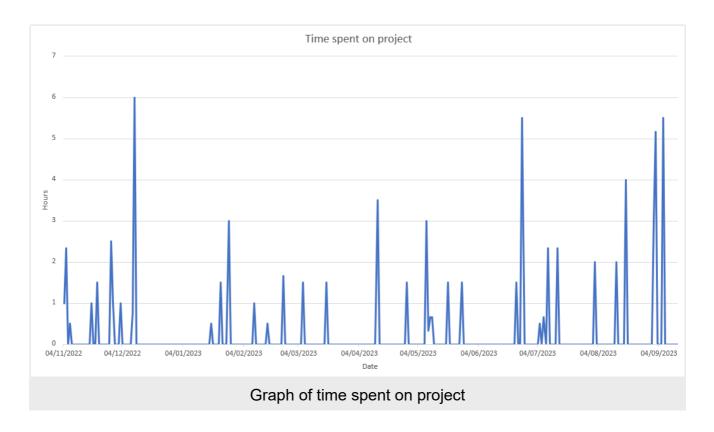
Time Planning

	Can you proce	duraly g	enerate	a city?										
	Project Start Date:	: 4-Nov-22					Week 1							
Project ID Project		Start	End	Deadline	Duration	4-Nov	v 5-No	v 6-Nov	7-Nov	8-Nov	9-Nov	10-Nov	11-Nov	12-
1	Spreadsheet to Document work	04/11/22	07/11/22		3				◆					
2	Helicopter	05/11/22	09/11/22		4						•			
3	Research	14/11/22												
4	Following tutorial	21/11/22	30/11/22		9									
5	Thinking of some methods	09/12/22	19/03/23		100									
6	Making assets	10/12/22	16/02/23		68									
7	Procedural Material	03/03/23	10/03/23		7									
8	mini Presentation		17/03/23		2									
9	Making one Building	13/04/23	19/05/23		36									
9.1	New Methodology		02/09/23		106									
9.2	New method Geometry nodes		03/09/23		100									
9.3	New method Shader nodes	26/05/23			98									
10	Writing a first Draft			09/05/23	10									
11	Writing a second Draft		09/07/23	10/07/23	2									
12	Finalising everything	04/10/23												
13														
14														
15														
16														
17														
18														
19														_
20														
				Gant	t Char	t								



I started time planning and organisation early because I knew that I would regret it later if I didn't. Above you can see the Gantt chart which I was planning to use to set myself deadlines for each part of the project, but it was hard to predict since I had no prior experience in the skills which I was using for the majority of the project so it was hard top predict the amount of time it would take. So I didn't end up using that feature as much as I would like.



The graph is accurate to 1 day so that's why there are so many spikes on the graph as I wasn't working on the project on consecutive days most of the time.

Because of the way I recorded my logs (recording start and end time of each session) I was able to create this graph which shows all the hours accounted for in my logs, there were times where I didn't record the logs properly or was too lazy to record my progress so this graph isn't entirely accurate. But as of 13/09/2023 I have spent 76 accounted for hours on the project which doesn't seem like much since it was over the course of a year. This could be because I wasn't regularly spending time on the project, I was mostly working on the project whenever I felt like it rather than dedicating a piece of my week to the project on a regular basis. The only gap which I have an excuse for is the gap in January as another project which I was doing we coming to an end and I needed a lot more time to work on it. However for all the other gaps I have no excuse and should have spent more time on the project. This is definitely something that this project helped me realise and something I would like to improve upon in my next project.