

| David Ly | Work log/schedule | | | | | | |
|------------|--|---------|----------|----------|----------------------|-------|------------------|
| Date | Task | Task ID | Start | End | Interruptions/Breaks | Hours | Estimate (Hours) |
| 02/02/2012 | Create a spreadsheet on Google docs | 1 | 13:20:00 | 13:45:00 | 00:00:00 | 0.42 | 0.30 |
| 02/02/2012 | Set up a TortoiseSVN folder | 2 | 14:05:00 | 14:17:00 | 00:00:00 | 0.20 | 0.20 |
| 09/02/2012 | Week 2 exercise: Describe a game using boolean operations | 3 | 14:10:00 | 15:00:00 | 00:05:00 | 0.75 | 0.60 |
| 16/02/2012 | Week 3 exercise: Create 3 bitmap images (1/3) | 4 | 14:15:00 | 14:45:00 | 00:07:00 | 0.38 | 0.20 |
| 16/02/2012 | Week 3 exercise: Create 3 bitmap images (2/3) | 5 | 14:46:00 | 14:55:00 | 00:00:00 | 0.15 | 0.15 |
| 16/02/2012 | Week 3 exercise: Create 3 bitmap images (3/3) | 6 | 14:56:00 | 15:02:00 | 00:00:00 | 0.10 | 0.15 |
| 23/02/2012 | Week 4 exercise: Design a circuit of chosen game | 7 | 14:25:00 | 15:10:00 | 00:10:00 | 0.58 | 1.00 |
| 01/03/2012 | Week 5 exercise: Identify calculations and registers in chosen game | 8 | 14:30:00 | 15:00:00 | 00:00:00 | 0.50 | 1.00 |
| 08/03/2012 | Week 6 exercise: Transfer chosen game into machine code | 9 | 14:45:00 | 15:44:00 | 00:25:00 | 0.57 | 1.00 |
| 15/03/2012 | Week 7 exercise: Transfer machine code into assembler code | 10 | 14:35:00 | 15:15:00 | 00:05:00 | 0.58 | 1.00 |
| 22/03/2012 | Week 8: No exercise | | | | | | |
| 29/03/2012 | Week 9 exercise: Construct a module design | 11 | 14:50:00 | 16:15:00 | 00:30:00 | 0.92 | 1.00 |
| | Easter break | | | | | | |
| 26/04/2012 | Week 10 exercise: Transfer assembler code into Javascript using Unity engine | 12 | 14:15:00 | 15:45:00 | 00:05:00 | 1.42 | 2.00 |
| 03/05/2012 | Week 11 exercise: Give behaviors to objects in Unity engine | 13 | 14:05:00 | 16:40:00 | 00:55:00 | 1.67 | 2.00 |
| 11/05/2012 | Update work log and exercises for submission | 14 | 15:15:00 | 15:31:00 | 00:00:00 | 0.27 | 0.50 |
| | End of course | | | | | | |
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| Date | Task for assessment 1 game | Task ID | Start | End | Interruptions/Breaks | Hours | Estimate (Hours) |
| 09/02/2012 | Brainstorm of ideas for game | 1 | 15:30:00 | 15:40:00 | 00:02:00 | 0.13 | 0.20 |
| 09/02/2012 | List different mechanics | 2 | 15:41:00 | 15:44:00 | 00:00:00 | 0.05 | 0.05 |
| 11/02/2012 | Create mock level model | 3 | 20:35:00 | 22:00:00 | 00:30:00 | 0.92 | 1.00 |
| 11/02/2012 | Sketch level designs | 4 | 22:01:00 | 22:10:00 | 00:00:00 | 0.15 | 0.30 |
| 12/02/2012 | Create mock level model assets | 5 | 11:20:00 | 11:55:00 | 00:05:00 | 0.50 | 1.00 |
| 15/02/2012 | Create mock level model 2 | 6 | 18:15:00 | 18:46:00 | 00:00:00 | 0.52 | 1.00 |
| 16/02/2012 | Fix issues with controller | 7 | 14:45:00 | 15:00:00 | 00:00:00 | 0.25 | 0.30 |
| 16/02/2012 | Game test 1 and fixes | 8 | 15:01:00 | 15:10:00 | 00:00:00 | 0.15 | 0.10 |
| 23/02/2012 | Create levelA and check for errors | 9 | 12:30:00 | 13:10:00 | 00:10:00 | 0.50 | 1.00 |
| 23/02/2012 | Create loadLevel scripts | 10 | 13:15:00 | 13:25:00 | 00:05:00 | 0.08 | 0.10 |
| 01/03/2012 | Create levelA (ver.2) and check for errors | 11 | 16:00:00 | 16:30:00 | 00:00:00 | 0.50 | 1.00 |
| 01/03/2012 | Create levelB and check for errors | 12 | 16:31:00 | 17:45:00 | 00:20:00 | 0.90 | 1.00 |
| 02/03/2012 | Programming brainstorm | 13 | 11:00:00 | 11:05:00 | 00:00:00 | 0.08 | 0.10 |
| 22/03/2012 | Create levelA (ver.3) and check for errors | 14 | 20:00:00 | 21:30:00 | 00:20:00 | 1.17 | 0.30 |
| 22/03/2012 | Create levelB (ver.2) and check for errors | 15 | 21:31:00 | 22:00:00 | 00:05:00 | 0.40 | 0.30 |
| 22/03/2012 | Create floorDestroy script | 16 | 22:01:00 | 23:50:00 | 00:15:00 | 1.57 | 0.30 |
| 24/03/2012 | Fix floorDestroy script | 17 | 10:00:00 | 10:30:00 | 00:05:00 | 0.42 | 0.20 |
| | Easter Break | | | | | | |
| 03/05/2012 | Create levelC and check for errors | 18 | 18:30:00 | 19:40:00 | 00:10:00 | 0.00 | 1.00 |
| 03/05/2012 | Create floorMove script | 19 | 21:00:00 | 21:45:00 | 00:00:00 | 0.75 | 1.00 |

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| 03/05/2012 | Create levelD and check for errors | 20 | 21:50:00 | 23:55:00 | 00:05:00 | 2.00 | 1.00 |
| 03/05/2012 | Create tele scripts | 21 | 01:00:00 | 01:45:00 | 00:05:00 | 0.67 | 0.50 |
| 09/05/2012 | Fix floorMove script | 22 | 13:15:00 | 13:20:00 | 00:00:00 | 0.08 | 0.20 |
| 09/05/2012 | Create bridgeShow script | 23 | 13:21:00 | 13:50:00 | 00:00:00 | 0.48 | 0.30 |
| 09/05/2012 | Game test 2 and fixes | 24 | 13:51:00 | 14:30:00 | 00:20:00 | 0.32 | 0.30 |
| 10/05/2012 | Create levelD (ver.2) and check for errors | 25 | 14:15:00 | 15:45:00 | 00:00:00 | 1.50 | 0.30 |
| 10/05/2012 | Create text scripts | 26 | 15:50:00 | 16:00:00 | 00:00:00 | 0.17 | 0.20 |
| 10/05/2012 | Create levelE and check for errors | 27 | 16:30:00 | 17:05:00 | 00:15:00 | 0.33 | 0.30 |
| 10/05/2012 | Game test 3 and fixes | 28 | 17:06:00 | 18:10:00 | 00:40:00 | 0.40 | 1.00 |
| 10/05/2012 | Package game ready for submission | 29 | 18:15:00 | 18:25:00 | 00:04:00 | 0.10 | 0.05 |