David Ly	Work log/schedule						
Data	Task	Task ID	Stort	End	Interuptions/Breaks	Цошто	Estimate (Hours)
<b>Date</b>	Create a spreadsheet on Google docs		13:20:00			0.42	0.30
	Set up a TortoiseSVN folder		14:05:00			0.42	0.30
	Week 2 exercise: Describe a game using boolean operations		14:10:00			0.20	0.60
	Week 3 exercise: Describe a game using boolean operations  Week 3 exercise: Create 3 bitmap images (1/3)		14:15:00			0.73	0.00
	Week 3 exercise: Create 3 bitmap images (1/3)		14:46:00			0.36	0.20
	Week 3 exercise: Create 3 bitmap images (2/3)		14:56:00			0.13	0.15
	Week 4 exercise: Design a circuit of chosen game		14:25:00			0.10	1.00
	Week 5 exercise: Identify calculations and registers in chosen game		14:30:00			0.50	1.00
	Week 6 exercise: Transfer chosen game into machine code		14:45:00			0.57	1.00
	Week 7 exercise: Transfer machine code into assembler code		14:45:00			0.57	1.00
	Week 8: No exercise	10	14.35.00	15.15.00	00.05.00	0.56	1.00
	Week 9 exercise: Construct a module design	11	14:50:00	16:15:00	00:30:00	0.92	1.00
29/03/2012	Easter break	11	14.50.00	16.15.00	00.30.00	0.92	1.00
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
	Week 11 exercise: Give behaviors to objects in Unity engine		14:05:00			1.67	2.00
	Update work log and exercises for submission		15:15:00			0.27	0.50
11/03/2012	End of course	14	13.13.00	13.31.00	00.00.00	0.27	0.30
	Life of course						
Date	Task for assessment 1 game	Task ID	Ctort	End	1 ( ( / / / )		
	Task for assessificit i gaille	Task ID	Start	⊏Hu	Interuptions/Breaks	Hours	Estimate (Hours)
	Brainstorm of ideas for game		15:30:00		Interuptions/Breaks 00:02:00	<b>Hours</b> 0.13	Estimate (Hours) 0.20
09/02/2012		1		15:40:00	00:02:00		
09/02/2012 09/02/2012	Brainstorm of ideas for game	1 2	15:30:00	15:40:00 15:44:00	00:02:00 00:00:00	0.13	0.20
09/02/2012 09/02/2012 11/02/2012	Brainstorm of ideas for game List different mechanics	1 2 3	15:30:00 15:41:00	15:40:00 15:44:00 22:00:00	00:02:00 00:00:00 00:30:00	0.13 0.05	0.20 0.05
09/02/2012 09/02/2012 11/02/2012 11/02/2012	Brainstorm of ideas for game List different mechanics Create mock level model	1 2 3 4	15:30:00 15:41:00 20:35:00	15:40:00 15:44:00 22:00:00 22:10:00	00:02:00 00:00:00 00:30:00 00:00:00	0.13 0.05 0.92	0.20 0.05 1.00
09/02/2012 09/02/2012 11/02/2012 11/02/2012 12/02/2012	Brainstorm of ideas for game List different mechanics Create mock level model Sketch level designs	1 2 3 4 5	15:30:00 15:41:00 20:35:00 22:01:00	15:40:00 15:44:00 22:00:00 22:10:00 11:55:00	00:02:00 00:00:00 00:30:00 00:00:00 00:05:00	0.13 0.05 0.92 0.15	0.20 0.05 1.00 0.30
09/02/2012 09/02/2012 11/02/2012 11/02/2012 12/02/2012 15/02/2012	Brainstorm of ideas for game List different mechanics Create mock level model Sketch level designs Create mock level model assets	1 2 3 4 5 6	15:30:00 15:41:00 20:35:00 22:01:00 11:20:00	15:40:00 15:44:00 22:00:00 22:10:00 11:55:00 18:46:00	00:02:00 00:00:00 00:30:00 00:00:00 00:05:00 00:00:00	0.13 0.05 0.92 0.15 0.50	0.20 0.05 1.00 0.30 1.00
09/02/2012 09/02/2012 11/02/2012 11/02/2012 12/02/2012 15/02/2012 16/02/2012	Brainstorm of ideas for game List different mechanics Create mock level model Sketch level designs Create mock level model assets Create mock level model 2	1 2 3 4 5 6 7	15:30:00 15:41:00 20:35:00 22:01:00 11:20:00 18:15:00	15:40:00 15:44:00 22:00:00 22:10:00 11:55:00 18:46:00 15:00:00	00:02:00 00:00:00 00:30:00 00:00:00 00:05:00 00:00:00 00:00:00	0.13 0.05 0.92 0.15 0.50 0.52	0.20 0.05 1.00 0.30 1.00 1.00
09/02/2012 09/02/2012 11/02/2012 11/02/2012 12/02/2012 15/02/2012 16/02/2012	Brainstorm of ideas for game List different mechanics Create mock level model Sketch level designs Create mock level model assets Create mock level model 2 Fix issues with controller	1 2 3 4 5 6 7	15:30:00 15:41:00 20:35:00 22:01:00 11:20:00 18:15:00 14:45:00	15:40:00 15:44:00 22:00:00 22:10:00 11:55:00 18:46:00 15:00:00 15:10:00	00:02:00 00:00:00 00:30:00 00:00:00 00:05:00 00:00:00 00:00:00	0.13 0.05 0.92 0.15 0.50 0.52 0.25	0.20 0.05 1.00 0.30 1.00 1.00
09/02/2012 09/02/2012 11/02/2012 11/02/2012 12/02/2012 15/02/2012 16/02/2012 23/02/2012	Brainstorm of ideas for game List different mechanics Create mock level model Sketch level designs Create mock level model assets Create mock level model 2 Fix issues with controller Game test 1 and fixes	1 2 3 4 5 6 7 8	15:30:00 15:41:00 20:35:00 22:01:00 11:20:00 18:15:00 14:45:00 15:01:00	15:40:00 15:44:00 22:00:00 22:10:00 11:55:00 18:46:00 15:00:00 15:10:00 13:10:00	00:02:00 00:00:00 00:30:00 00:00:00 00:05:00 00:00:00 00:00:00 00:00:00 00:10:00	0.13 0.05 0.92 0.15 0.50 0.52 0.25 0.15	0.20 0.05 1.00 0.30 1.00 1.00 0.30 0.10
09/02/2012 09/02/2012 11/02/2012 11/02/2012 12/02/2012 15/02/2012 16/02/2012 23/02/2012 23/02/2012	Brainstorm of ideas for game List different mechanics Create mock level model Sketch level designs Create mock level model assets Create mock level model 2 Fix issues with controller Game test 1 and fixes Create levelA and check for errors	1 2 3 4 5 6 7 8 9	15:30:00 15:41:00 20:35:00 22:01:00 11:20:00 18:15:00 14:45:00 15:01:00 12:30:00	15:40:00 15:44:00 22:00:00 22:10:00 11:55:00 18:46:00 15:00:00 15:10:00 13:10:00 13:25:00	00:02:00 00:00:00 00:30:00 00:00:00 00:05:00 00:00:00 00:00:00 00:00:00 00:10:00 00:05:00	0.13 0.05 0.92 0.15 0.50 0.52 0.25 0.15	0.20 0.05 1.00 0.30 1.00 1.00 0.30 0.10
09/02/2012 09/02/2012 11/02/2012 11/02/2012 12/02/2012 15/02/2012 16/02/2012 16/02/2012 23/02/2012 23/02/2012 01/03/2012	Brainstorm of ideas for game List different mechanics Create mock level model Sketch level designs Create mock level model assets Create mock level model 2 Fix issues with controller Game test 1 and fixes Create levelA and check for errors Create loadLevel scripts	1 2 3 4 5 6 7 8 9 10	15:30:00 15:41:00 20:35:00 22:01:00 11:20:00 18:15:00 14:45:00 15:01:00 12:30:00 13:15:00	15:40:00 15:44:00 22:00:00 22:10:00 11:55:00 18:46:00 15:00:00 15:10:00 13:10:00 16:30:00	00:02:00 00:00:00 00:30:00 00:00:00 00:05:00 00:00:00 00:00:00 00:10:00 00:05:00 00:00:00	0.13 0.05 0.92 0.15 0.50 0.52 0.25 0.15 0.50 0.08	0.20 0.05 1.00 0.30 1.00 1.00 0.30 0.10 1.00 0.10
09/02/2012 09/02/2012 11/02/2012 11/02/2012 12/02/2012 15/02/2012 16/02/2012 23/02/2012 23/02/2012 01/03/2012 01/03/2012	Brainstorm of ideas for game List different mechanics Create mock level model Sketch level designs Create mock level model assets Create mock level model 2 Fix issues with controller Game test 1 and fixes Create levelA and check for errors Create levelA (ver.2) and check for errors	1 2 3 4 5 6 7 8 9 10 11	15:30:00 15:41:00 20:35:00 22:01:00 11:20:00 18:15:00 14:45:00 15:01:00 12:30:00 16:00:00	15:40:00 15:44:00 22:00:00 22:10:00 11:55:00 18:46:00 15:00:00 15:10:00 13:10:00 13:25:00 16:30:00 17:45:00	00:02:00 00:00:00 00:30:00 00:00:00 00:05:00 00:00:00 00:00:00 00:00:00 00:05:00 00:05:00 00:00:00	0.13 0.05 0.92 0.15 0.50 0.52 0.25 0.15 0.50 0.08	0.20 0.05 1.00 0.30 1.00 1.00 0.30 0.10 1.00 0.10 1.00
09/02/2012 09/02/2012 11/02/2012 11/02/2012 12/02/2012 15/02/2012 16/02/2012 23/02/2012 23/02/2012 01/03/2012 01/03/2012 02/03/2012	Brainstorm of ideas for game List different mechanics Create mock level model Sketch level designs Create mock level model assets Create mock level model 2 Fix issues with controller Game test 1 and fixes Create levelA and check for errors Create loadLevel scripts Create levelA (ver.2) and check for errors Create levelB and check for errors	1 2 3 4 5 6 7 8 9 10 11 12	15:30:00 15:41:00 20:35:00 22:01:00 11:20:00 18:15:00 14:45:00 15:01:00 12:30:00 13:15:00 16:00:00 16:31:00	15:40:00 15:44:00 22:00:00 22:10:00 11:55:00 18:46:00 15:00:00 15:10:00 13:10:00 13:25:00 16:30:00 17:45:00 11:05:00	00:02:00 00:00:00 00:30:00 00:00:00 00:05:00 00:00:00 00:00:00 00:10:00 00:05:00 00:00:00 00:20:00 00:00:00	0.13 0.05 0.92 0.15 0.50 0.52 0.25 0.15 0.08 0.50 0.90	0.20 0.05 1.00 0.30 1.00 1.00 0.30 0.10 1.00 0.10 1.00 1.00
09/02/2012 09/02/2012 11/02/2012 11/02/2012 12/02/2012 15/02/2012 16/02/2012 23/02/2012 23/02/2012 01/03/2012 01/03/2012 02/03/2012 22/03/2012	Brainstorm of ideas for game List different mechanics Create mock level model Sketch level designs Create mock level model assets Create mock level model 2 Fix issues with controller Game test 1 and fixes Create levelA and check for errors Create loadLevel scripts Create levelA (ver.2) and check for errors Create levelB and check for errors Programming brainstorm	1 2 3 4 5 6 7 8 9 10 11 12 13	15:30:00 15:41:00 20:35:00 22:01:00 11:20:00 18:15:00 14:45:00 15:01:00 12:30:00 13:15:00 16:00:00 16:31:00 11:00:00	15:40:00 15:44:00 22:00:00 22:10:00 11:55:00 18:46:00 15:00:00 15:10:00 13:10:00 13:25:00 16:30:00 17:45:00 21:30:00	00:02:00 00:00:00 00:30:00 00:00:00 00:05:00 00:00:00 00:00:00 00:10:00 00:00:00 00:20:00 00:20:00 00:20:00	0.13 0.05 0.92 0.15 0.50 0.52 0.15 0.50 0.08 0.50 0.90 0.08	0.20 0.05 1.00 0.30 1.00 1.00 0.30 0.10 1.00 0.10 1.00 0.10
09/02/2012 09/02/2012 11/02/2012 11/02/2012 12/02/2012 15/02/2012 16/02/2012 23/02/2012 23/02/2012 01/03/2012 01/03/2012 02/03/2012 22/03/2012 22/03/2012	Brainstorm of ideas for game List different mechanics Create mock level model Sketch level designs Create mock level model assets Create mock level model 2 Fix issues with controller Game test 1 and fixes Create levelA and check for errors Create loadLevel scripts Create levelA (ver.2) and check for errors Create levelB and check for errors Programming brainstorm Create levelA (ver.3) and check for errors	1 2 3 4 5 6 7 8 9 10 11 12 13 14	15:30:00 15:41:00 20:35:00 22:01:00 11:20:00 18:15:00 14:45:00 15:01:00 12:30:00 16:00:00 16:31:00 20:00:00	15:40:00 15:44:00 22:00:00 22:10:00 11:55:00 18:46:00 15:00:00 15:10:00 13:10:00 13:25:00 16:30:00 17:45:00 11:05:00 21:30:00 22:00:00	00:02:00 00:00:00 00:30:00 00:00:00 00:05:00 00:00:00 00:00:00 00:00:00 00:05:00 00:00:00 00:20:00 00:20:00 00:05:00	0.13 0.05 0.92 0.15 0.50 0.52 0.15 0.50 0.08 0.50 0.90 0.08 1.17	0.20 0.05 1.00 0.30 1.00 1.00 0.30 0.10 1.00 0.10 1.00 0.10 1.00 0.10
09/02/2012 09/02/2012 11/02/2012 11/02/2012 12/02/2012 15/02/2012 16/02/2012 23/02/2012 23/02/2012 01/03/2012 01/03/2012 02/03/2012 22/03/2012 22/03/2012 22/03/2012	Brainstorm of ideas for game List different mechanics Create mock level model Sketch level designs Create mock level model assets Create mock level model 2 Fix issues with controller Game test 1 and fixes Create levelA and check for errors Create loadLevel scripts Create levelA (ver.2) and check for errors Programming brainstorm Create levelA (ver.3) and check for errors Create levelB (ver.2) and check for errors	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	15:30:00 15:41:00 20:35:00 22:01:00 11:20:00 18:15:00 14:45:00 15:01:00 12:30:00 16:00:00 16:31:00 20:00:00 21:31:00	15:40:00 15:44:00 22:00:00 22:10:00 11:55:00 18:46:00 15:00:00 15:10:00 13:25:00 16:30:00 17:45:00 21:30:00 22:00:00 23:50:00	00:02:00 00:00:00 00:30:00 00:00:00 00:05:00 00:00:00 00:00:00 00:00:00 00:05:00 00:00:00 00:20:00 00:20:00 00:05:00 00:05:00 00:20:00 00:05:00	0.13 0.05 0.92 0.15 0.50 0.52 0.15 0.50 0.08 0.50 0.90 0.08 1.17 0.40	0.20 0.05 1.00 0.30 1.00 1.00 0.30 0.10 1.00 0.10 1.00 0.10 1.00 0.30 0.30
09/02/2012 09/02/2012 11/02/2012 11/02/2012 12/02/2012 15/02/2012 16/02/2012 23/02/2012 23/02/2012 01/03/2012 01/03/2012 02/03/2012 22/03/2012 22/03/2012 22/03/2012	Brainstorm of ideas for game List different mechanics Create mock level model Sketch level designs Create mock level model assets Create mock level model 2 Fix issues with controller Game test 1 and fixes Create levelA and check for errors Create levelA (ver.2) and check for errors Create levelB and check for errors Programming brainstorm Create levelA (ver.3) and check for errors Create levelB (ver.2) and check for errors	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	15:30:00 15:41:00 20:35:00 22:01:00 11:20:00 18:15:00 14:45:00 15:01:00 12:30:00 16:00:00 16:31:00 11:00:00 20:00:00 21:31:00 22:01:00	15:40:00 15:44:00 22:00:00 22:10:00 11:55:00 18:46:00 15:00:00 15:10:00 13:25:00 16:30:00 17:45:00 21:30:00 22:00:00 23:50:00	00:02:00 00:00:00 00:30:00 00:00:00 00:05:00 00:00:00 00:00:00 00:00:00 00:05:00 00:00:00 00:20:00 00:20:00 00:05:00 00:05:00	0.13 0.05 0.92 0.15 0.50 0.52 0.15 0.50 0.08 0.50 0.90 0.08 1.17 0.40 1.57	0.20 0.05 1.00 0.30 1.00 1.00 0.10 1.00 0.10 1.00 0.10 1.00 0.30 0.30 0.30
09/02/2012 09/02/2012 11/02/2012 11/02/2012 12/02/2012 15/02/2012 16/02/2012 23/02/2012 23/02/2012 01/03/2012 01/03/2012 02/03/2012 22/03/2012 22/03/2012 22/03/2012	Brainstorm of ideas for game List different mechanics Create mock level model Sketch level designs Create mock level model assets Create mock level model 2 Fix issues with controller Game test 1 and fixes Create levelA and check for errors Create loadLevel scripts Create levelA (ver.2) and check for errors Create levelB and check for errors Create levelB (ver.3) and check for errors Create levelB (ver.2) and check for errors Create floorDestroy script Fix floorDestroy script	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16	15:30:00 15:41:00 20:35:00 22:01:00 11:20:00 18:15:00 14:45:00 15:01:00 12:30:00 16:00:00 16:31:00 11:00:00 20:00:00 21:31:00 22:01:00	15:40:00 15:44:00 22:00:00 22:10:00 11:55:00 18:46:00 15:00:00 13:10:00 13:25:00 16:30:00 17:45:00 21:30:00 22:00:00 23:50:00 10:30:00	00:02:00 00:00:00 00:30:00 00:00:00 00:05:00 00:00:00 00:00:00 00:10:00 00:05:00 00:20:00 00:20:00 00:05:00 00:05:00 00:05:00	0.13 0.05 0.92 0.15 0.50 0.52 0.15 0.50 0.08 0.50 0.90 0.08 1.17 0.40 1.57	0.20 0.05 1.00 0.30 1.00 1.00 0.10 1.00 0.10 1.00 0.10 1.00 0.30 0.30 0.30

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