date	start	stop	interuptions	time	task	notes		
02/10/2012	08:50:00	09:20:00	00:05:00	00:25:00	Rules for Donkey Kong			
02/10/2012	15:12:00	16:00:00	00:00:00	00:48:00	concept for game / research	snake style game? tictactoe / simple game to code /number game		
09/10/2012	15:00:00	15:30:00	0	00:30:00	text and bitmap using hexedecimal			
16/10/2012	15:08:00	15:55:00	00:10:00	00:37:00	rules involving numbers for my own game concept			Remember to download from Google docs and update to tortoisesvn
20/10/2012	18:20:00	18:35:00	0	00:15:00	number rules			
23/10/2012	14:46:00	16:20:00	0	01:34:00	drawing circuit diagram for a rule that changes game state if true. week 5 excercise			
28/10/2012	15:00:00	15:20:00	0	00:20:00	drawing up final copy of week 5 excercise			
30/10/2012	15:12:00	16:00:00		00:48:00	writing out rules for machine code week 6			
03/11/2012	11:00:00	11:30:00		00:30:00	writing out rules for week 6			
06/11/2012	15:00:00	16:00:00		01:00:00	converting machine code to assembler			
13/11/2012	15:12:00	15:58:00	00:10:00	00:36:00	starting to write code in unity script			
20/11/2012	14:40:00	14:47:00	0	00:07:00	finished up unity script	collider that destroys player on collision with enemy		
23/11/2012	12:30:00	12:45:00	0	00:15:00	week 9 variables for game			
27/11/2012	15:40:00	16:00:00	00:05:00	00:15:00	checking for how I can optimize my code, week 10			

| 04/12/2012 | 12:00:00 | 16:00:00 | 00:30:00 | 03:30:00 | Implementing my code into unity. Object orientated. Week 11 | I split this task over several days, to get my game fully working, but overall it took me several hours to complete. | | |