

Asset	Module	Date Started	Date Finished	Average time spent
Checkpoint	3D Level Design	28/10/2013	28/10/2013	1 hour
Cog Platform	3D Level Design	19/10/2013	19/10/2013	1 hour
L Platform	3D Level Design	19/10/2013	19/10/2013	1 hour
Long Platform	3D Level Design	04/11/2013	04/11/2013	1 hour
Multi-Platform	3D Level Design	19/10/2013	19/10/2013	1.5 hour
Rolling Platform	3D Level Design	20/10/2013	20/10/2013	2 hour
Round Platform	3D Level Design	20/10/2013	20/10/2013	1 hour
Square Platform	3D Level Design	20/10/2013	20/10/2013	1hour
Sweeper	3D Level Design	22/10/2013	22/10/2013	1 hour
Twister	3D Level Design	25/10/2013	25/10/2013	1 hour
Object Sounds	3D Level Design	26/11/2013	24/11/2013	24 hour
Background Music	3D Level Design	26/11/2013	30/11/2013	72 hour
Story Design CW 1	Story Design	08/10/2013	06/11/2013	1 Month
Story Design CW 2	Story Design	25/11/2013	04/12/2013	2 weeks
Organic Modelling	Organic Modelling	30/11/2013	05/11/2012	1 week
Coding Remix	Coding and programming	03/12/2013	11/12/2013	1 week