Task	Date	Estimate (Minutes)	Start Time	End Time	Break	Measured time	Percentage	Adjusted estimate
Researching into first component (Movement & Double Jump)	16/02/2021	00:15	13:20	13:31		00:11	73%	00:11
Setting up first component project	16/02/2021	00:10	13:35	13:42		00:07	70%	00:07
Creating movement and double jump code	16/02/2021	00:35	13:43	14:05		00:22	63%	00:22
Writing documentation for first component	16/02/2021	00:15	14:07	14:21		00:14	93%	00:14
Compiling first package and testing	16/02/2021	00:20	14:24	14:49		00:25	125%	00:25
Researching into second component (3rd Person Camera)	23/02/2021	00:25	13:32	14:02		00:30	120%	00:30
Setting up second component project	23/02/2021	00:15	14:03	14:25		00:22	147%	00:22
Creating 3rd Person camera code and testing	23/02/2021	00:40	14:26	15:17	00:05:00	00:51	128%	00:51
Writing documentation for second component	23/02/2021	00:25	15:20	15:50		00:30	120%	00:30
Compiling second package and testing	23/02/2021	00:20	15:52	16:24	00:05:00	00:32	160%	00:32
Researching into third component (pick up object and drop)	01/03/2021	00:15	16:45	16:55		00:10	67%	00:10
Setting up third component project	01/03/2021	00:15	17:00	17:12		00:12	80%	00:12
Creating object pickup and drop code and testing	01/03/2021	00:30	17:15	17:38		00:23	77%	00:23
Writing documentation for third component	01/03/2021	00:08	17:40	17:45		00:05	63%	00:05
Compiling third package and testing	01/03/2021	00:20	17:45	18:10		00:25	125%	00:25
Researching into fourth component (Teleporting)	02/03/2021	00:15	13:20	13:40		00:20	133%	00:20
Setting up fourth component project	02/03/2021	00:10	13:45	14:00		00:15	150%	00:15
Creating teleportation code and testing	02/03/2021	00:35	14:00	14:45	00:05:00	00:45	129%	00:45
Writing documentation for fouth component	02/03/2021	00:10	14:45	14:55		00:10	100%	00:10
Compiling fourth package and testing	02/03/2021	00:15	14:55	15:13		00:18	120%	00:18
Combining packages into a small game project	05/03/2021	02:00	18:00	19:20	00:05:00	01:20	67%	01:20
Searching for and implementing a component to give the player a goal to achieve	05/03/2021	00:25	18:35	18:55		00:20	80%	00:20
Searching for and creating a component to make a level ending	05/03/2021	00:20	18:55	19:10		00:15	75%	00:15
Testing completed game project	05/03/2021	00:05	19:10	19:20		00:10	200%	00:10