

Task	Date	Baseline estimate	Start	End	Interruptions	Measured time (hours)	Percentage	Adjusted estimate
created player movement package, watched a few tutorials to get a better understanding.	13/2/21	2	14:12	17:00	00:15	2.55	127.50%	2.55
Watched some tutorials about flying mechanics.	15/2/21	2	13:00	15:00	00:05	1.92	95.83%	1.92
Watched a tutorial about delivery mechanic for my game, fixed some errors added a timer as well.	20/2/21	1	16:00	17:00	0:07	0.88	88.33%	0.88
Attempted to write my player movement script, flying mechanic and delivery fixed a few errors	11/3/21	1	10:00	12:00	0:04	1.93	193.33%	1.93
Created my second package, collect and destroy. Watched a few videos + looked on some websites	12/3/21	2	15:00	17:00	0:20	1.67	83.33%	1.67
Watched a tutorial online and read some online forums about AI, nev mesh and baking for a package that I'm working on.	23/3/21	1	16:00	17:00	0:15	0.75	75.00%	0.75
Created my third package which was about AI, watched a few tuorials and read online on the Untiy Manual	4/3/21	1	13:10	15:25	0:12	2.05	205.00%	2.05
Watched and researched a few videos about dialoge systems in Unity, attempted but a few error occured.	5/3/21	1	11:00	12:30	0:13	1.28	128.33%	1.28
Attempted to make the dialog system in Unity, created a scriptable object and dialog manager.	6/3/21	1	10:00	13:30	0:26	3.07	306.67%	3.07
Edited my scripts that was in the Gamemanager, the UI wasn't counting down to 0. Fixed some errors and managed to get it working.	11/3/21	1	18:00	20:00	0	2.00	200.00%	2.00
Made a script for NPC for the forth package, didn't work at first but after a few attempts I got there.	13/3/21	1	20:10	22:00	0:31	1.32	131.67%	1.32
Watched a few video tutorials on how to trigger a death for the player object in my game, since it is flying.	16/3/21	1	18:25	19:00	0:21	0.23	23.33%	0.23
Researched about UI and Mini Maps for my game, fixed a few errors in my game as well.	18/3/21	1	21:00	23:00	0:35	1.42	141.67%	1.42
Created and implemented UI for my project, implented UI design and effect.	23/3/21	1	22:00	0:00	0:13	1.78	178.33%	1.78
Watched a few tutorials on how to made my grass move using a shader graph in Unity, but Unity couldn't handle it.	2/4/21	1	23:00	1:00	0:11	1.82	181.67%	1.82
Worked on the GameProject using all the packages I made to make a mini game to demonstrate.	5/4/21	1	10:00	12:00	0:23	1.62	161.67%	1.62