

Task	Date	Baseline estimate	Start	End	Interruptions	Measured time (hours)	Percentage	Adjusted estimate
Research 2D charcter controller	16/2/21	0.5	13:31	14:01	00:00	0.50	100.00%	0.50
Program a 2D character controller	16/2/21	2	14:29	15:14	00:00	0.75	200.00%	4.00
Write documentation for 2D chara	16/2/21	0.25	15:17	15:36	00:00	0.32	175.53%	0.44
Research 2D pathfinding	23/02/2021	0.5	13:13	13:52	00:10	0.48	158.54%	0.79
Research 2D patrol script	23/02/2021	0.15	13:53	14:02	00:00	0.15	154.55%	0.23
Program basic 2D patrol script	23/02/2021	0.5	14:08	16:03	01:22	0.55	141.82%	0.71
Write documentation for 2D patrol	23/02/2021	0.25	18:11	18:23	00:00	0.20	140.68%	0.35
Research basic cel shader	02/03/2021	0.2	13:47	13:58	00:00	0.18	138.83%	0.28
Create basic cel shader	02/03/2021	0.5	14:36	15:23	00:15	0.53	132.27%	0.66
Write documentation for basic cel	02/03/2021	0.1	15:42	15:50	00:00	0.13	130.26%	0.13
Research pickup system	09/03/2021	0.5	16:02	16:28	00:00	0.43	128.74%	0.64
Program pickup system	09/03/2021	0.5	16:35	17:08	00:00	0.55	124.39%	0.62
Write documentation for pickup sy	09/03/2021	0.1	17:31	17:42	00:00	0.18	121.81%	0.12
Import packages into project and c	13/04/2021	0.5	13:05	13:46	00:00	0.68	115.93%	0.58
Create any additional scripts for p	13/04/2021	0.5	13:55	14:20	00:00	0.42	116.21%	0.58
Construct level	20/04/2021	2	13:10	16:37	01:05	2.37	107.31%	2.15
Test level and fix bugs	09/05/2021	0.5	14:03	14:48	00:00	0.75	103.99%	0.52