

OliverMota		Task Description	Est. Time
1	EndlessCorridor	Create a looping corridor which the player can only escape by walking backv	04:00:00
2	Shop System	Create a shop layout where the player can spend money and choose items.	03:00:00
3	Highlight/Raycast	When the player looks at an object it highlights to show its selected	01:30:00
4	CodeLock	0-9 CodeLock, the code (set in unity) needs to be input to activate something	02:00:00

Start Date	Start Time	Finsh Date	Finish Time	Total Time	Interruptions/Break	Measured Time
08/02/2022	09:00	15/02/2022	10:10	4hrs 10mins	45 Mins	03:25:00
15/02/2022	11:00	22/02/2022	10:00	2hrs	20 Mins	01:40:00
22/02/2022	10:20	22/02/2022	11:16	55 mins	25 mins	00:30:00
08/03/2022	09:00	08/03/2022	11:45	1hr 45mins	20 mins	01:25:00

Error%	Adjusted estimate
85.42%	03:25:00
72.62%	02:10:43
65.69%	00:59:07
66.67%	01:20:00