Task - Package 1 movement - camera	Date	Baseline estimate	Start	End	Interruptions	Measured time (hours)	Error %	Adjusted estimate
Research full movement and camera code	8/2/2022	0,25	9:55:00	10:25:00	0	0,50	200,00%	0,50
Program a full movement and camera code	8/2/2022	1	10:50:00	11:31:00	0	0,68	94,67%	0,95
Create a sample scene	8/2/2022	0,5	11:31:00	11:45:00	0	0,23	80,95%	0,40
Write up the documentation	8/2/2022	2	21:00:00	23:45:00	0:30:00	2,25	97,78%	1,96

Task - Package 2 minimap - navigation	Date	Baseline estimate	Start	End	Interruptions	Measured time (hours)	Error %	Adjusted estimate
Research full minimap code	15/2/2022	0,5	9:40:00	10:00:00	0	0,33	66,67%	0,33
Program a full minimap code	15/2/2022	1	10:00:00	10:50:00	0:10:00	0,67	66,67%	0,67
Adding direction to minimap	15/2/2022	0,5	11:00:00	11:28:00	0	0,47	73,33%	0,37
Adding and adjusting symbols to scene	15/2/2022	0,2	11:28:00	11:50:00	0:10:00	0,20	75,76%	0,15
Doing more research	16/02/2022	0,5	21:00:00	21:20:00	0	0,33	74,07%	0,37
Changing old code - program new full minimap code	16/02/2022	1	21:20:00	21:53:00	0	0,55	68,92%	0,69
Asking Paul in class about error	08/03/2022	0,1	10:55:00	11:00:00	0	0,08	69,30%	0,07
Fixing error and making new script so map follows player	08/03/2022	0,5	11:00:00	11:19:00	0	0,32	68,60%	0,34
Write up the documentation	08/03/2022	1,00	20:46:00	21:33:00	0	0,78	70,44%	0,70

Task - Package 3 pick-ups - health	Date	Baseline estimate	Start	End	Interruptions	Measured time (hours)	Error %	Adjusted estimate
Research full pickups code	7/3/2022	0,2	10:00:00	10:05:00	0	0,08	41,67%	0,08
Program a full pickups code	7/3/2022	0,5	10:05:00	10:42:00	0:08:00	0,48	80,95%	0,40
Adding UI elements - health bar	7/3/2022	0,2	10:50:00	11:02:00	0	0,20	85,19%	0,17
Adding examples to scene and testing them	7/3/2022	0,5	11:02:00	11:35:00	0:15:00	0,30	76,19%	0,38
Write up the documentation	7/3/2022	1,00	11:50:00	12:25:00	0	0,58	68,75%	0,69

Task - Package 4 gun - shooting	Date	Baseline estimate	Start	End	Interruptions	Measured time (hours)	Error %	Adjusted estimate
Research full gun and shooting code	8/3/2022	1	09:00	09:43	0	0,72	71,67%	0,72
Program a full gun shooting code	8/3/2022	0,5	15:05	15:15	0	0,17	58,89%	0,29
Program a full gun with damage code	15/3/22	1	09:37	10:23	0	0,77	66,00%	0,66
Program a full weapon switching code	16/3/22	0,5	20:01	20:24	0	0,38	67,78%	0,34
Create example scene and testing	17/3/22	0,25	20:24	20:31:00	0	0,12	66,15%	0,17
Write up the documentation	18/3/22	1,5	20:41	21:55	0	1,23	71,23%	1,07