Task	Date	Baseline estimate	Start	End	Interruptions	Measured time (hours)	Error %	Adjusted estimate
Research shooting games and the components I want to add.	7/2/23	1	11:05	11:58	00:15	0.63	63.33%	0.63
Create a basic player movement and different cameras in the scene	8/2/23	1.3	17:10	17:45	00:05	0.50	38.46%	0.50
Create more actions for the player movement	14/2/23	1	10:00	13:00	00:30	2.50	250.00%	2.50
Make a new environment for the player and add the rest of the player movement functions.	21/2/23	1	10:00	12:00	00:10	1.83	183.33%	1.83
Make Camera compent scripts - camera switch, camera move, camera follow	22/02/23	1.3	17:10	19:00	00:10	1.67	128.21%	1.67
Find gun prefabs and make Shooting component script for one gun.	27/02/23	2	14:30	16:00	00:45	0.75	37.50%	0.75
Alter the gun script and add it to different guns with different inspector values.	28/02/23	1	10:00	10:30	00:10	0.33	33.33%	0.33
Make an inventory for the guns.	07/03/23	2	12:00	15:00	00:20	2.67	133.33%	2.67
Add an enemy and create a script that makes multiple enemy targets spawn in random places	08/03/23	1.3	12:05	14:20	01:00	1.25	96.15%	1.25
Create the health bar UI and health scripts	14/03/23	1	11:00	12:30	00:10	1.33	133.33%	1.33
Add points UI and script for the player to get points when they eliminate an enemy target.	15/03/23	1	17:15	18:45	00:20	1.17	116.67%	1.17
Make a teleportion and a timed level components	16/03/23	1	16:55	17:30	00:00	0.58	58.33%	0.58
Seperate the components into their own projects	20/03/23	1	18:00	19:00	00:10	0.83	83.33%	0.83

Clean up and make suitable scenes for each of the components, and organise the final project neatly.	21/03/23	2	11:00	12:45	00:20	1.42	70.83%	1.42