



Employee Time Sheet

Employee Name: Maria Shiela Furio
Site: Public Bank IT Training Center
For the Month of: November
Period: Start: 01/11/2020
End: 30-Nov-2020
Total Working Days: 23.88

NO	DAY	DATE	PROJECT NAME	TIME IN	TIME OUT	Total
1	Sun	01-Nov-20				
2	Mon	02-Nov-20	Balloon Rush - Game UI ideas/ Game setup	08:33:00	18:30	0:00
3	Tue	03-Nov-20	Balloon Rush - Balloon components/ function	08:26:00	18:30	0:00
4	Wed	04-Nov-20	Balloon Rush - balloon Spawner	08:20:00	18:00	0:00
5	Thu	05-Nov-20	Balloon Rush - balloon Animation	08:25:00	18:00	0:00
6	Fri	06-Nov-20	Balloon Rush - balloon Controller	8:25	17:30	0:00
7	Sat	07-Nov-20				
8	Sun	08-Nov-20				
9	Mon	09-Nov-20	Balloon Rush - Game Adapter	7:30	18:00	0:00
10	Tue	10-Nov-20	Balloon Rush - Game Controller	7:20	18:25	0:00
11	Wed	11-Nov-20	Balloon Rush - Game coin animation controller	8:15	18:00	0:00
12	Thu	12-Nov-20	Balloon Rush - Game background scene controller	8:05	18:00	0:00
13	Fri	13-Nov-20	Balloon Rush - Game background scene controller	7:40:00	18:00	0:00
14	Sat	14-Nov-20				
15	Sun	15-Nov-20				
16	Mon	16-Nov-20	Balloon Rush - Game background UI art assets	7:50	18:00:00	0:00:00
17	Tue	17-Nov-20	Balloon Rush - Background spawner	8:30	18:00	0:00
18	Wed	18-Nov-20	Balloon Rush - Background spawner	8:00	18:00	0:00
19	Thu	19-Nov-20	Balloon Rush - Main Menu UI art assets	8:30	18:00	0:00
20	Fri	20-Nov-20	Balloon Rush - Main Menu UI art assets	8:30	18:00	0:00
21	Sat	21-Nov-20				
22	Sun	22-Nov-20				
23	Mon	23-Nov-20	Balloon Rush - update GDD / HUD art assets	8:30	18:00	0:00
24	Tue	24-Nov-20	Balloon Rush - update TDD / HUD art assets	8:30	18:00	0:00
25	Wed	25-Nov-20	Balloon Rush - HUD art assets	7:38	18:00	0:00
26	Thu	26-Nov-20	Balloon Rush - HUD art assets	7:40	18:20	0:00
27	Fri	27-Nov-20	Balloon Rush - Main Menu scene HUD Animation / controller	7:40	17:30:00	0:00:00
28	Sat	28-Nov-20				
29	Sun	29-Nov-20				
30	Mon	30-Nov-20	Balloon Rush - Main menu scene HUD Animation / controller	8:10	18:00	0:00

Total Hours Worked: 191

Verified and Approved by:

Authorized Signature