# Fall Hours

* Combined meetings between team as well as advisor: 18 hours
* Research into which web development software to use: 2 hours
* Tutorial on how to use ASP.NET: 3 hours
* Creating design diagrams for the project: 2 hours
* Designing the preliminary UI elements for the website: 3 hours
* Experimenting with setting up a wesbite: 2 hours
* Handling development tool installation and debugging: 3 hours
* Creating database to website functionality: 4 hours
* Helping set up table structure and stored procedures on server: 4 hours
* Misc. Team deliverable work: 4 hours
* Total: 45 hours

# Spring Hours

* Creating and debugging the Account Page: 8 hours
* Creating and debugging the Home Page: 2 hours
* Creating and debugging the Character Editor Page: 20 hours
* Creating and debugging the Encounter Editor Page: 15 hours
* Creating and debugging the Encounter History Page: 3 hours
* Creating and debugging the C# ~ SQL table models: 4 hours
* Time spent refactoring the project after major design flaw was discovered: 15 hours
* Creating the API’s for Character Editor, Encounter Editor, General Service, and Encounter History: 5 hours
* Misc. Team deliverables: 5 hours
* Total: 77 hours