WORK HOUR LOG :

	Thomas	
Date	Description	Time
21.01	MainMenu	2h
23.01	First attempt boxSelection	2h
27.01	Learning about ECS	1.5h
28.01	Start coding with ECS	2h
30.01	Box selection and detection	2h
31.01	Fixing bugs about detection Start coding the movement system	2h
01.02	Movement, Entities overlapping	2.5h
03.02	Units move in formation, fixing overlapping issues	3h
04.02	Targeting resources, some tests about GUI box	2h
5.02	Entity selected renderer, Units formation with the new path finding system, attempt to display a tool icon when the mouse is above a resource	7h
6.02	Displaying tools, target resources system, first attempt for the battle system	3h
11.02	Updating the former unit formation with the new component "isWalkable", Creating several functions for the fight system	3h
12.02	Working on fight system, displaying a sword icon when the mouse is above an enemy unit	2h
13.02	Buildings are unselected when left click somewhere else, if leftshift is pressed, you can keep selecting units, fixing bugs about harvesting ressources	2h
15.02	Added enemy entities, attempt to implement a health bar system	4h
17.02	Enemy units automatically detect opponents when they walk nearby, Decreasing the health value	4h
19.02	Added range units, update the fight formation with these new units	4h
21.02	Overlapping while fighting is fixed	2h
22.2	Health system with decreasing health bars	4h
23.02	Fixing some remaining bugs, updating the main menu, attempt to implement a save system	4h
26.02	Fixing the free cell detection bug because of healthbar, update to the fight system	1h
Total		**59h**

		Timo	
	27.01	Watched some videos about ECS	2h
	29.01	Editor setup for entities + Some experiment tests	3h
	30.01	Building ui and units display	3h
	02.02	Buildings, Refactoring, Unit Production	6h
	04.02	Implemented grid pathfinding for tiles	6h
	05.02	Improved unit production + added entities to pathfinding	1h
	10.02	Environment objects are now also entities + unit animation	4h
	12.02	Unit Run Animations + Bug Fixing	2h
	13.02	Unit changes direction animation while moving	2h
	18.02	new UI, new animations, peasants can now harvest resources	5h
	22.02	Sprite Scaling + Harvest System improvements	4h
	23.02	Animations + fixes + building system + unitproduction	6h
	24.02	Improvements + bugfixes + attempted saving + loading	7h
	Total		**51h**