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| **Brain Stew** | **Status Report/Time Sheet** |

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| --- | --- |
| Employee Name: Aaron Cantu | Title: Level Engineer |
| Department: Game Development | Supervisor: Nick Radcliffe |
| Reporting Period Start Date: 11/01/2016 | Reporting Period End Date: 11/07/2016 |

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| **Personal Accomplishments[[1]](#footnote-1)** |
| Completed the engineering task: Create Second Section Level Design |
| **Current Action Items** |
| Initiated Engineering task: Create Third Section Level Design |
| **Personal List of Late Tasks and Action Items:** |
| Create Foliage |
| **Personal Problems and Questions:** |
|  |
| **Team Problems** |
| Getting level design to AI engineer |

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| **Brain Stew** | **Status Report/Time Sheet** |

|  |  |
| --- | --- |
| Employee Name: Aaron Cantu | Title: Level Design Engineer |
| Department: Project Development | Supervisor: Nick Radcliffe |
| Reporting Period Start Date: 11/01/2016 | Reporting Period End Date: 11/07/2016 |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Activity | Mon | Tue | Wed | Thurs | Fri | Sat | Sun | Total |
| Create Second Section Level Design | 0 | 3.0 | 0 | 2.0 | 0 | 0 | 0 | 5.0 |
| Create Third Section Level Design | 0 | 0 | 0 | 1.0 | 0 | 0 | 0 | 1.0 |
| Team Meetings | 0 | 0 | 0 | 0 | 1.0 | 0 | 0 | 1.0 |
|  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |
| Total |  | 3.0 |  | 3.0 | 1.0 |  |  | 7.0 |

Smallest unit of time is 0.25 hours (15 minutes).

Record time in hours and quarters of hours

1. http://users.csc.calpoly.edu/~jdalbey/205/Mgmt/BadStatus.html [↑](#footnote-ref-1)