Date	David Time (h)	David Tasks	Leo Time (h)	Leo Tasks	Jonathan Time (h)	Jonathan Tasks	Markus Time (h)	Markus Tasks	Milan Time (h)	Milan Tasks	Philipp Time (h)	Philipp Tasks
02.06.2025	2,00	Game scale + orientation fix	/	/	0,25	- add logical ops to math - rename math float	3,00	- Game scale branch + fixes and small features	/	/	1,00	- working on shortcuts - opening pull request
03.06.2025	4,50	Merge game-scale branch + level structure/concepts	2,5	- web final report - code review	2,00	- code review - add node doc strings - doc strings for node store	4,50	- Finished Game scale branch + levels + small fixes + new level elements	4,50	- Final Report - Review Shortcuts - Review Game-Scale - Conceptualize Time-Transformation-Level	4,50	- setting up hour tracking - finalizing shortcuts - shortcut mac compatibility - fixed pull request issues - research on sonner observer - pull request comment review
04.06.2025	2,50	-Telemetry -landing page content	2,73	- landing, docs and game responsiveness - final report - fulltext search in docs	3,30	- auto saving and loading - bug hunting	4,00	- added features and fixed bugs in iffies - updated modifiableGameObjects - worked on timeTransform	0,50	- bug hunting	4,50	- fixing issues with pull request - making pull request ready for merge
05.06.2025	/	/	1,00	- jonathan beim philipp knechten zugucken - code review - resolve issues	1,00	- philipp knechten	6,50	- updated dialogtext - created parenting level - node testing - level testing - fixing stuff	2,5	-tested shortcuts -tested nodes -thouhgt about stuff -looked at unit tests	1,50	- fixing final issues - merging pull request
06.06.2025	/	/	/	/	0,50	- change icons - new reset button - save and load level completed - display level completed	1,00	- fixed states of gameObjects - tried to fix export node bug (I can't see handles)	/	/	/	/
07.06.2025	1,50	creating background	0,25	- fix export bugs - attributions page	0,25	- access modifier	7,00	- mostly tutorial dialog - fixed bugs - small tasks	/	/	0,50	- some minor changes
08.06.2025	/	/	2,50	- tutorial dialog polish - goal dialog rewrite - fix ts errors	0,50	- inital nodes for levels - code review	3,00	- display goals - tutorial dialog polish with Leo	/	/	/	/
09.06.2025	/	/	2,50	- undo redo	2,50	- undo redo	6,00	- small level and anim changes - small tutorial changes - finished parenting level (ready for polishing)	4,00	- "user test" - unit testing verstehen versucht - Review Undo/Redo	4,00	- fixes in regards to NodeAddMenu - code comments - bug hunting for undo-redo
10.06.2025	5,50	-kinematics despair -brought telemetry up to date	1,50	- fix navigation "bug" - fix context menu positioning - undo redo fixes - small flag	1,50	- undo redo bug fixes and polish - small flag	2,50	- timeTransform setup (added dialog etc.) - timeTransform level design - small changes	1,00	- help markus with game	3,50	- reading web final report - research - comments & suggestions for report
11.06.2025	2,33	-more kinematics level -background2 finished	3,50	- rewrite tutorial using react joyride - finish undo redo	3,00	- undo redo bug fixes	/	/	0,50	- Review Undo/Redo	4,00	- bit more on web final report - bughunting undo-redo - new mac main modifier
12.06.2025	0,33	-telemetry tutorial fix -telemetry mac download	1,00	- tried using radix ui context menu for context menus - close issues / comment on stale ones - start discussions - go though web final report	0,25	- levels object unit test	/	/	/	/	4,00	- more on web final report - quick fix for shortcuts on mac - look into other shortcut libraries
13.06.2025	/	/	0,25	- talking with philipp about final report	0,00		/	/	1,00	- looking at unit tests - looking at the final report	0,50	- misc. work
14.06.2025	/	/	/	/	1,50	- add function to gob export value - fix value and math node bugs - use gob function to test inverse kinematics level	/	/	/	/	/	/
15.06.2025	/	/	1,50	- debug inverse level - sortable dropdown-selects	1,50	- inverse kinematics level and worldtolocal node	/	/	/	/	/	/
16.06.2025	/	/	1,00	- docs unit tests - add (empty) level-guides	0,75	- finalize inverse branch and merge	/	/	/	/	2,00	- opening new branch for key rewrite - drafting key rewrite
17.06.2025	2,25	-kinematics level -hitbox + movement bug fix -fixed background perspective	0,50	- typesafe data store - review key-rewrite	0,50	- copy paste with stores - save group node label	0,50	- forloop introduction setup	/	/	2,00	- finishing key rewrite - merging pull request - minor tweaks
18.06.2025	/	/			1,25	- unit tests - fix add Handle component - remove group entry from loop node context menu	/	/	3,25	- unit test for data-store mit jojo	/	- markus sieben (eigentlich tausende) sachen bewegen
19.06.2025	/	/	3,20	- level cleanup	0,10	- commit new background without perspective	/	Summer School Absence	1,00	- trying to correctly mock localstorage	3,00	- implementing copy paste
20.06.2025	1,50	-inverse level start -minor changes on kinematics level -handleReset issue	1,50	- level cleanup	2,00	- fix unit tests - finish linear time transformation level	/	Summer School Absence	/	/	/	/
21.06.2025	/	/	0,66	- reverse level	1,50	- linear time transformation level	/	Summer School Absence	0,50	reading unit tests	/	/
22.06.2025	/	/	/	/	2,00	- fix levels - adjust tests - add level solutions	/	Summer School Absence	0,50	??? i forgot	/	/
23.06.2025	3,50	gravity level	1,30	- dialogs - level guides - fix level-guides url	1,00	- looping level - level descriptions	/	Summer School Absence	/	/	2,00	- final changes on copy paste - merge copy paste
24.06.2025	/	/	1,00	- level guides	1,50	- level guides - save and load data store in solution - add level hints - add hints to level unit test	/	Summer School Absence	/	/	1,50	- teaching concept & research
25.06.2025	/	/	/	/	0,75	- add level hints and desc - adjust reverse level	/	Summer School Absence	1,00	- web final report	/	/
26.06.2025	/	/	2,50	- teaching concept - presentation - faq components	2,50	- presentation - faq components - hint qol features	/	Summer School Absence	/	/	/	/
27.06.2025	/	/	2,50	- doc strings - cleanup - homepage	1,50	- fix compute error on firefox - add getting started - add videos to tutorial dialog	/	Summer School Absence	1,00	- web final report - IA milestone presentation	/	/
28.06.2025	2,00	gravity lvl guide sprite clean up attributions	/	/	/	/	/	Summer School Absence	/	/	0,25	- teaching concept & research
29.06.2025	/	/	/	/	1,00	- fix gravity level guide and solution - add flow store and loop store tests	/	Summer School Absence	/	/	/	/
30.06.2025	/	/	/	/	/	/	/	Summer School Absence	/	/	/	/