| S/N | Name | Date | Xiangfei (hrs.) | Yanhao (hrs.) |
| --- | --- | --- | --- | --- |
| 1 | (together) Liftoff Day 1 | 12/5/2014 | 8 | 8 |
| 2 | (together) Installing Git/ Python/GAE & Discussion of choice of project including basic implementations and make slides for presentation | 13/5/2014 | 6 | 6 |
| 3 | (together) Liftoff Day 2 | 14/5/2014 | 8 | 8 |
| 4 | (Yanhao) Search online, download and watch “Let's Create a Game in Java Tower Defense Episode”  (Xiangfei) OpenGL startup | 16/5/2014 | 5 | 4 |
| 5 | (Yanhao) Learning JAVA through reading (till page 71)  (Xiangfei) OpenGL Java Programming | 17/5/2014 | 8 | 2 |
| 6 | (Yanhao) Learning JAVA through reading (till page 142)  (Xiangfei) OpenGL Java Programming | 18/5/2014 | 8 | 3 |
| 7 | (Yanhao) Learning JAVA through reading (till page 185)  (Xiangfei) OpenGL Java Programming, first successful rendering program | 19/5/2014 | 10 | 3 |
| 8 | (Yanhao) Learning JAVA through reading (till page 253)  (Xiangfei) OpenGL Java Programming | 20/5/2014 | 8 | 2 |
| 9 | (Yanhao) Watch Tower Defense Episode and code along (till Episode 5)  (Xiangfei) OpenGL Java Port to Android Start | 21/5/2014 | 4 | 5 |
| 10 | (Yanhao) Learning JAVA through reading (till page 327)  (Xiangfei) Transformation and Math libraries | 22/5/2014 | 4 | 3 |
| 11 | (Yanhao) Watch Tower Defense Episode and code along (till Episode 8)  (Yanhao) Code in JAVA  (Xiangfei) OpenGL + Android | 23/5/2014 | 8 | 8 |
| 12 | (Yanhao) Watch Tower Defense Episode and code along (till Episode 15)  (Yanhao) Code in JAVA  (Xiangfei) OpenGL + Android | 24/5/2014 | 8 | 11 |
| 13 | (Yanhao) Learning JAVA through reading (till page 327)  (Yanhao) Watch Tower Defense Episode and code along (till Episode 18)  (Yanhao) Code in JAVA  (Xiangfei) OpenGL + Android | 25/5/2014 | 10 | 10 |
| 14 | (Yanhao) Learning JAVA through reading (till page 389) (Yanhao) Code in JAVA  (Yanhao) Code in JAVA  (Xiangfei) OpenGL + Android | 26/5/2014 | 12 | 10 |
| 15 | (Yanhao) Watch Tower Defense Episode and code along (till Episode 23)  (Yanhao) Code in JAVA  (Xiangfei) OpenGL + Android, working graphics | 27/5/2014 | 12 | 8 |
| 16 | (Yanhao) Watch Tower Defense Episode and code along (till Episode 28)  (Yanhao) Code in JAVA  (Yanhao) Write Project README and Log  (Xiangfei) OpenGL + Android, working sensors and controls | 28/5/2014 | 10 | 11 |
| 17 | (Xiangfei) OpenGL + Android, working sensors and controls | 29/5/2014 | 10 | 0 |
| 18 | (Yanhao) Write Project README and Log  (Xiangfei) OpenGL + Android, working sensors and controls | 30/5/2014 | 10 | 9 |
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|  | Total |  | 149 | 111 |
|  |  |  |  |  |
| 19 | (Yanhao) Code in JAVA  (Yanhao) Write game logic and rules | 31/5/2014 |  | 2 |
| 20 | (Yanhao) Code in JAVA (zoom in and zoom out) | 01/6/2014 |  | 2 |
| 21 | (Yanhao) Code in JAVA (select game grid) | 02/6/2014 |  | 4 |
| 22 | (Yanhao) Code in JAVA (hero and character class) | 03/6/2014 |  | 8 |
| 23 | (Yanhao) Code in JAVA (movable grid, improved character class, turn)  (Yanhao) Milestone Evaluation | 04/6/2014 |  | 8 |
| 24 | (Yanhao) Code in JAVA(item class, shop class, able to buy and display items and money change) | 05/6/2014 |  | 8 |
| 25 |  | 06/6/2014 |  | 0 |
| 26 |  | 07/6/2014 |  | 0 |
| 27 |  | 08/6/2014 |  | 0 |
| 28 |  | 09/6/2014 |  | 0 |
| 29 | (Yanhao) Code in JAVA(buy item will auto update hero’s attributes) | 10/6/2014 |  | 4 |
| 30 | (Yanhao) Code in JAVA(fix bugs and create sell item function) | 11/6/2014 |  | 2 |
| 31 |  | 12/6/2014 |  | 0 |
| 32 |  | 13/6/2014 |  |  |
| 33 |  | 14/6/2014 |  |  |
| 34 |  | 15/6/2014 |  |  |
| 35 |  | 16/6/2014 |  |  |
| 36 |  | 17/6/2014 |  |  |
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