| 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 |
|  |  |  |  |  |
|  | Total |  | 149 | 111 |
|  |  |  |  |  |
| 19 | (Yanhao) Code in JAVA  (Yanhao) Write game logic and rules  (Xiangfei) OpenGL revamp | 31/5/2014 | 10 | 2 |
| 20 | (Yanhao) Code in JAVA (zoom in and zoom out)  (Xiangfei) Working touch events | 01/6/2014 | 10 | 2 |
| 21 | (Yanhao) Code in JAVA (select game grid)  (Xiangfei) Off-screen rendering and terrain | 02/6/2014 | 10 | 4 |
| 22 | (Yanhao) Code in JAVA (hero and character class)  (Xiangfei) Bicubic interpolation on terrain data | 03/6/2014 | 8 | 8 |
| 23 | (Yanhao) Code in JAVA (movable grid, improved character class, turn)  (Yanhao) Milestone Evaluation  (Xiangfei) Incorporating Google™ V8 Javascript Engine | 04/6/2014 | 8 | 8 |
| 24 | (Yanhao) Code in JAVA(item class, shop class, able to buy and display items and money change)  (Xiangfei) Incorporating OpenSL ES for sound system | 05/6/2014 | 10 | 8 |
| 25 | (Yanhao)Travelling in HongKong  (Xiangfei) Shadow | 06/6/2014 | 10 | 0 |
| 26 | (Yanhao)Travelling in HongKong  (Xiangfei) Importing Blender models enabled | 07/6/2014 | 5 | 0 |
| 27 | (Yanhao)Travelling in HongKong  (Xiangfei) Game control | 08/6/2014 | 8 | 0 |
| 28 | (Yanhao)Travelling in HongKong  (Xiangfei) Game rules porting to iOS | 09/6/2014 | 10 | 0 |
| 29 | (Yanhao) Code in JAVA(buy item will auto update hero’s attributes)  (Xiangfei) Android porting to iOS | 10/6/2014 | 8 | 4 |
| 30 | (Yanhao) Code in JAVA(fix bugs and create sell item function)  (Xiangfei) Game rules and game masters | 11/6/2014 | 4 | 2 |
| 31 | (Yanhao)Travelling in HongKong  (Xiangfei) Game Scene: Control buttons | 12/6/2014 | 8 | 0 |
| 32 | (Yanhao) Code in JAVA(player’s hero’s can attack)  (Xiangfei) Support for external zip packages | 13/6/2014 | 8 | 7 |
| 33 | (Yanhao) Code in JAVA(change attack hard code to OOP, redo move method)  (Xiangfei) GameAction: attack | 14/6/2014 | 5 | 12 |
| 34 | (Yanhao) Code in JAVA(fix move method, improve map, add team recognization)  (Xiangfei) GameAction: move | 15/6/2014 | 5 | 9 |
| 35 | (Yanhao) Code in JAVA(line creep spawn implementation, map mesh)  (Xiangfei) Break | 16/6/2014 | 0 | 8 |
| 36 | (Yanhao) Code in JAVA(resize and redo map, more buildings, line creeps add more features, able to finish the game)  (Xiangfei) GameAction: Shop (wip) | 17/6/2014 | 5 | 10 |
| 37 | (Yanhao) Code in JAVA(skill prototype)  (Xiangfei) Shop Items Catalogue | 18/6/2014 | 5 | 4 |
| 38 | (Yanhao) Code in JAVA(skill teleport complete)  (Xiangfei) Shop Items Catalogue refine | 19/6/2014 | 5 | 4 |
| 39 | (Yanhao) Code in JAVA(right-click action, tower AI, hero revive)  (Xiangfei) Improve lighting | 20/6/2014 | 5 | 7 |
| 40 | (Yanhao) Code in JAVA(add hero revive countdown, redo AI attack, add basic LineCreep AI)  (Xiangfei) Expose more interface to Extension Engine | 21/6/2014 | 10 | 8 |
| 41 | (Yanhao) Code in JAVA(LineCreep AI)  (Xiangfei) Generalise character property accessor mechanism | 22/6/2014 | 5 | 8 |
| 42 | (Yanhao) Code in JAVA(fix LineCreep AI bug)  (Xiangfei) Dynamic Java Method calling by Reflection | 23/6/2014 | 4 | 4 |
| 43 | (Yanhao) Code in JAVA(reconstruct parts of LineCreep AI, record video for milestone2, edit readme and reference)  (Xiangfei) Generalise game logic for multiplayer | 24/6/2014 | 4 | 12 |
| 44 | (Yanhao)Travelling in XiNing  (Xiangfei) BREAK! | 25/6/2014 | 0 | 0 |
| 45 | (Yanhao)Redo readme for milestone2  (Xiangfei) Extension Engine development | 26/6/2014 | 5 | 1 |
| 46 |  | 27/6/2014 |  |  |
| 47 |  | 28/6/2014 |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |