

				Times (in minutes)								Names	Total Times (in hours)
	Justin Brentwood		Jonah Weston	Description	Josef Govednik	Description	Scores	Cade Damron	Description	Justin Brentwood	25:24		
9/23	5					<i>Personal Goal: 6 soundtracks, emulating styles from:</i>			60 Researching Blender UI	Jonah Weston	72:05		
9/24		13:30 - 14:05	35	Downloading Unreal Engine 5 (UE5)		<i>Medieval/Renaissance, Baroque, Classical</i>			60 Researching Blender Functionality	Josef Govednik	57:40		
9/26	71	12:00 - 12:10	10	Working on interface (.h) file with Justin	360	Background Research			35 Downloading Unreal Engine 5	Cade Damron	46:55		
		18:45 - 19:35	50	Installing UE5					120 Learning to 3D Model Basic Shapes				
9/27		16:55 - 17:15	20	Learning to use UE5					120 Going through "Donut Tutorial" for Blender				
9/28	62	11:45 - 12:00	75	Learning UE5 / Working on challenge 5					30 Look over UE5 C++ Code for own understanding.				
		13:00 - 13:30	30	Learning UE5					120 Going through "Donut Tutorial" for Blender				
9/29	103	10:15 - 11:15	60	Working on challenge 5	120	Getting Acquainted w/ FMOD DAW			100 Finishing "Donut Tutorial" for Blender				
9/30	64	11:20 - 12:20	60	Reorganizing code and adding makefile	120	Getting Acquainted w/ FMOD DAW			60 Modeling Knight Character in Blender				
		15:50 - 16:10	20	Finishing challenge 5					50 Modeling Knight Character in Blender				
10/24	33				240	Getting Acquainted w/FMOD DAW			40 Modeling Knight Character in Blender				
10/25					120	Pivot to MuseScore, background research			60 Modeling Knight Character in Blender				
10/26		14:25 - 14:35	10	Reorganizing Time sheet	120	UE API Research (how to use UE)			60 Watching tutorials on sculpting Knight Armor				
		14:35 - 15:30	55	Creating UE5 project on Github					40 Modeling Knight Character in Blender				
		21:45 - 23:15	90	UE5 to Github					40 Modeling Knight Character in Blender				
10/28	103	10:00 - 10:45	45	UE5 to Github					40 Modeling Knight Character in Blender				
		10:45 - 11:10	25	Learning UE5					60 Modeling Knight Character in Blender				
		11:20 - 12:20	60	Learning UE5					60 Modeling Knight Character in Blender				
		16:15 - 18:15	120	UE5 Visual Studio					30 Watching character creation tutorials for Blender				
11/3		10:15 - 10:45	30	UE5 Visual Studio	240	Developed and completed 2 soundtracks	Renaissance (Lobby, Pause)		60 Modeling Zealot Character in Blender				
		13:45 - 16:45	180	Learning UE5			Horns (Battle Declared)		60 Modeling Zealot Character in Blender				
11/4		11:20 - 12:25	65	Learning UE5	60	Refined soundtracks, scoring/instrumentation research			40 Modeling Zealot Character in Blender				
11/8		13:45 - 18:35	290	Learning UE5	90	Working on 2 candidate soundtracks			60 Modeling Zealot Character in Blender				
11/10	56				120	Completed 1 of 2 candidate soundtracks, started another	Classical (Home?)		30 Watching blender material and sculpt tutorial				
11/11	72								60 Modeling Zealot Character in Blender				
11/12	62								60 Modeling Zealot Character in Blender				
11/14	115								30 Getting inspiration for Royalist Design				
11/15	38								60 Modeling Royalist Character in Blender				
11/16		15:15 - 16:05	50	BYODS Presentation	90	Continuing candidate idea	General theme, Pirates (?)		40 Modeling Royalist Character in Blender				
11/21	86								60 Modeling Royalist Character in Blender				
11/22	36				60	Start soundtracks	Pirates, Radicals		30 Watching Hand and Weapon Modeling Tutorials				
11/24		14:50 - 19:50	300	Messing with framework	90	Finished one soundtrack, halfway with the other	Pirates, Radicals		30 Creating various hands and weapon models as practice				
11/25		10:00 - 10:40	40	Framework					60 Modeling Royalist Character in Blender				
	106	11:10 - 12:30	80	CS Lab	120	CS Lab, 90% completion of another soundtrack	Radicals		40 Modeling Royalist Character in Blender				
11/26	92				60	Finished soundtrack	Radicals		30 Getting Inspiration for Pirate Design				
11/30		14:10 - 16:55	165	Finishing Framework / Fixing Github	120	UE Documentation Research (how to use UE, syntax)			60 Modeling Pirate Character in Blender				
		17:30 - 18:40	70	Research					50 Modeling Pirate Character in Blender				
	72	18:40 - 19:20	40	Started UE5 implementation of C++ code					50 Modeling Pirate Character in Blender				
12/1		11:30 - 16:20	290	Converted C++ code to UE5	120	UE Documentation Research (C++ to UE)			30 Drawing a 2D Map of Europe				
	56	17:10 - 20:10	180	Fixed C++ code	120	Debugging, comments, work in main.cpp			260 Creating individual 3D Models for Maps				
12/2	82	11:15 - 12:30	75	UE5 Implementation	60	More work in main			60 Working on Understanding UI in Unreal				
		17:30 - 21:30	240	Territory and Continent Classes	240	Wrote knights theme	Knights (Medieval)		30 Finding solutions to errors in coding functionality				
12/3	100	09:40 - 14:05	265	Created territories with edges	60	Debugging risk.h, Game.cpp			30 Finding solutions to blueprint to C++ problems				
		15:30 - 21:10	340	Converted Framework to C++					60 Working on UI for Risk in Unreal Engine				
12/4		10:00 - 17:00	420	Added Territory highlighting and some UI	240	Menu troubleshooting			50 Working on UI for Risk in Unreal Engine				
		17:55 - 20:55	180	Updated Territory highlighting					60 Getting VisualStudio to Connect with Unreal Engine fully				
12/5		19:10 - 23:30	260	Migrating code to game controller	90	Menu troubleshooting			100 Watching tutorials on UI for Unreal Engine				
		17:00 -							40 Writing Documentation & Project Time Table				
12/6	110				400	(Supposedly) final touches							