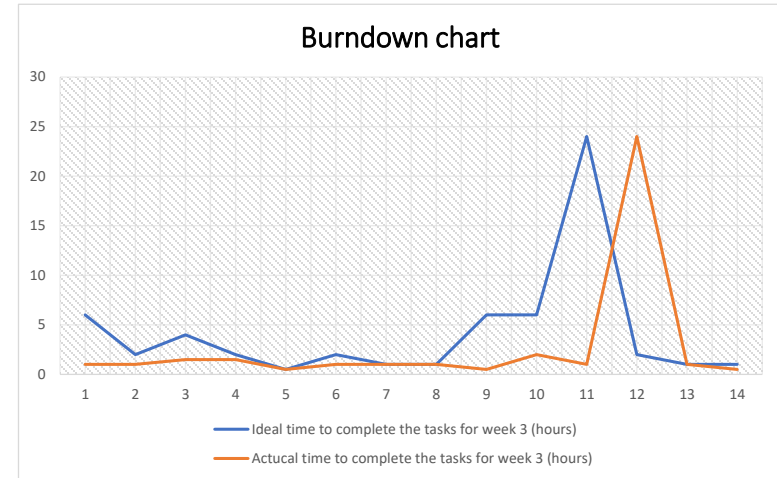| Tasks for week 3	Ideal time to complete the tasks for week 3 (hours)	Actucal time to complete the tasks for week 3 (hours)
(Paired Prog) - Lucas H & Yu-Hsein - writing a test that checks bullet maintains same x-cord, when bullet outside of camera view, print false	6	1
User stories	2	1
(Paired Prog) - Bruce & Lucas - adding button for leaderboard, adding laser to game to help aiming	4	1.5
Prononciations for database words	2	1.5
Language for Menu, and Options, and Tutorial	0.5	0.5
Translation: Translate Menu to each language used	2	1
Art: Design Leaderboard Screen	1	1
Art: Design layout of menu	1	1
Market Research	6	0.5
Research: Potential Option Menus needed for the game	6	2
Coding: Integrate Shoot Button	24	1
Create Start Menu Layout	2	24
Coding: Be able to return to start screen in game via a button	1	1
Week 4 - Forward Planning	1	0.5

Burndown chart

- Ideal time to complete the tasks for week 3 (hours)
- Actual time to complete the tasks for week 3 (hours)

Overall Progress:

Most tasks seem to be completed within or close to the estimated time, suggesting good planning and execution.
The total actual time (hours) is lower than the total ideal time, indicating that the team completed tasks faster than initially anticipated.

Effective Pair Programming:

Paired programming tasks seem to have been completed efficiently, with actual times significantly lower than ideal times.