Reports / Total

TCSS 360 Team 1, <no query>, 23 Jun 2025-22 Aug 2025
Time report

| per issue | per project | per work item | ☐ Show work types |

Issues, grouped by Work author	Time spent
Total time	**213h 22m**
Renzo Aquino	**85h 45m**
T3T-2 SRS Document Initial Draft	3h 10m
T3T-5 Fixes to Minesweeper	1h 30m
T3T-6 Godot Research	5h 45m
T3T-7 SQLite Research	30m
T3T-8 UML Class Diagram Draft 1	1h 00m
T3T-10 Cool Trivia Maze Development - Alpha Build	1h 35m
T3T-12 Setup Youtrack	1h 20m
T3T-13 Setup Github	10m
T3T-14 fix our youtrack shit	2h 10m
T3T-16 Trivia Questions Database	5h 28m
T3T-18 Create a door that can open	4h 40m
T3T-21 Menu & UI Design	8h 30m
T3T-22 Move a character in Godot	2h 30m
T3T-23 Gather Sound Effects	2h 00m
T3T-24 Music Composition	6h 00m
T3T-26 Hook up SQLite to Godot	5h 20m
T3T-27 Create Maze Generator	10m
T3T-30 Connect scenes together	1h 00m
T3T-31 Unit Tests	6h 35m

Issues, grouped by Work author	Time spent
T3T-34 Team Weekly Meetings	5h 37m
T3T-40 Cleaning up and optimizing the code	1h 00m
T3T-41 Create .csv to .db converter	1h 00m
T3T-44 Create Question Menu	7h 30m
T3T-45 New Sprites for Doors	1h 00m
T3T-46 New Tilemaps	3h 30m
T3T-47 Redesign character + animations	3h 00m
T3T-48 Design Game Over/Victory Screen Art (Extra Credit)	2h 00m
T3T-49 Create Win Sprite Asset (Extra Credit)	1h 45m
calebake	**55h 57m**
T3T-2 SRS Document Initial Draft	3h 45m
T3T-5 Fixes to Minesweeper	1h 30m
T3T-6 Godot Research	5h 30m
T3T-7 SQLite Research	2h 15m
T3T-8 UML Class Diagram Draft 1	4h 30m
T3T-10 Cool Trivia Maze Development - Alpha Build	6h 30m
T3T-12 Setup Youtrack	1h 00m
T3T-13 Setup Github	1h 00m
T3T-14 fix our youtrack shit	1h 30m
T3T-16 Trivia Questions Database	3h 00m
T3T-18 Create a door that can open	5h 00m
T3T-21 Menu & UI Design	2h 00m
T3T-30 Connect scenes together	2h 00m
T3T-31 Unit Tests	4h 30m
T3T-34 Team Weekly Meetings	4h 57m
T3T-37 Integrate questions to doors	5h 00m
T3T-40 Cleaning up and optimizing the code	2h 00m
shiraz arif	**71h 40m**
T3T-2 SRS Document Initial Draft	3h 30m

Issues, grouped by Work author   Time spent

T3T-5	Fixes to Minesweeper	1h 30m
T3T-6	Godot Research	2h 20m
T3T-7	SQLite Research	1h 05m
T3T-8	UML Class Diagram Draft 1	1h 00m
T3T-9	SRS Document Revisions	05m
T3T-10	Cool Trivia Maze Development - Alpha Build	18h 20m
T3T-12	Setup Youtrack	1h 30m
T3T-13	Setup Github	30m
T3T-14	fix our youtrack shit	2h 00m
T3T-21	Menu & UI Design	8h 00m
T3T-25	Handle Save & Load	4h 00m
T3T-27	Create Maze Generator	4h 30m
T3T-31	Unit Tests	1h 00m
T3T-34	Team Weekly Meetings	4h 00m
T3T-35	Randomized Room Designs in Maze Generation	1h 00m
T3T-37	Integrate questions to doors	5h 00m
T3T-40	Cleaning up and optimizing the code	5h 00m
T3T-42	Create game over detector	5h 30m
T3T-43	Place player at random corner at start.	30m