

Date:	Connor Brown Hours	Aidan Mathieu Hours
10/17	7	0
10/18	4	0
10/19	5	4
10/20	1	3
10/21	4	0
10/22	2	4
10/23	0	0
10/24	0	2
10/25	4	1
10/26	3	0
10/27	0	3
10/28	2	0
10/29	1	1
10/30	5	4
10/31	2	2
11/1	3	3
11/2	0	0
11/3	1	1
11/4	4	2
11/5	0	3
11/6	2	1
11/7	1	0
11/8	0	2
11/9	1	3
11/10	0	0

11/11	3	1
11/12	2	4
11/13	1	6
11/14	3	5
11/15	4	6
Total:	65	61

Division of Labor

Connor Brown	Aidan Mathieu
Initial Physics Engine	Player Animations and Design
Perk and Weapon integration	Maps and Graphical Design
Selector Screen	Player info
Debugging	Debugging