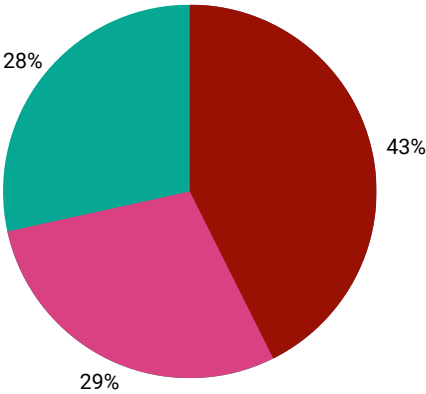
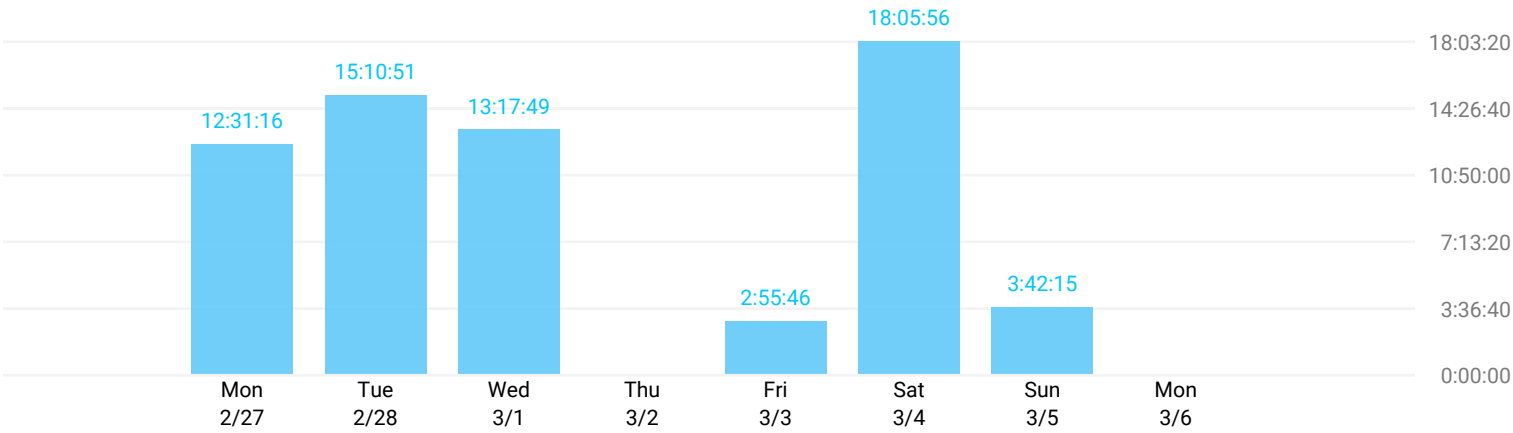


Summary Report

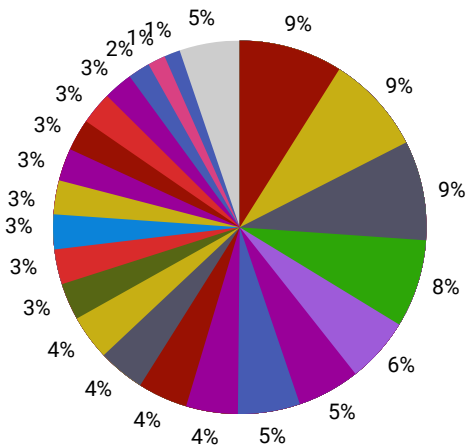


02/27/2023 – 03/06/2023

TOTAL HOURS: 65:43:53



USER		DURATION
DB	Dominykas Baronass	27:59:26
MM	Martynas Muižys	19:01:51
AR	Armisatas	18:42:36




TIME ENTRY		DURATION
React state management, props, researching about thirdweb framework		5:53:39
Creating assets for the game		5:38:08
creating own assets for the game		5:38:00
Making game OOP. Fixing multiplayer. Presentation		5:01:00
Learning pseudo elements, pseudo classes		3:41:03
Leaning HTML tables		3:35:04
Game player class, meeting, presentation		3:30:37
Leaning grid, react		2:55:46
Meeting, slides, fixing game		2:51:41
fixing game bugs/presentation		2:39:00
Setting up React application		2:32:20
HTML registrations forms		2:07:35
Working on presentation, getting acquainted with socket.io code		2:00:07
Meeting		1:56:37
npc collisions		1:55:00
learning phaser/trying to create npc		1:52:51

● Implementing fishing functionality, creating new map, layers with new tileset	1:49:43
● Learning grid, react	1:48:22
● Market analysis and roadmap	1:40:16
● Finishing presentation, researching about RPC	1:18:55
● Multiplayer game, working on main scene and game classes	0:58:04
● learning to make colliders with Tiled	0:52:00
● Other time entries	3:28:05

USER - TIME ENTRY	DURATION	PERCENTAGE
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AR Armisatas	18:42:36	28.46%
Creating assets for the game	5:38:08	8.57%
Creating classes for the player, main scene	0:39:28	1.0%
Game player class, meeting, presentation	3:30:37	5.34%
Implementing fishing functionality, creating new map, layers with new tileset	1:49:43	2.78%
Meeting	1:56:37	2.96%
Meeting, slides, fixing game	2:51:41	4.35%
Merging code, adding collisions	0:49:10	1.25%
Multiplayer game, working on main scene and game classes	0:58:04	1.47%
Working on scene change bugs	0:29:08	0.74%
DB Dominykas Baronass	27:59:26	42.58%
Finishing presentation, researching about RPC	1:18:55	2.0%
HTML registrations forms	2:07:35	3.23%

USER - TIME ENTRY	DURATION	PERCENTAGE
Leaning grid, react	2:55:46	4.46%
Leaning HTML tables	3:35:04	5.45%
Learning grid, react	1:48:22	2.75%
Learning pseudo elements, pseudo classes	3:41:03	5.6%
Market analysis and roadmap	1:40:16	2.54%
React state managment, props, researching about thirdweb framework	5:53:39	8.97%
Setting up React application	2:32:20	3.86%
Working on presentation, getting acquainted with socket.io code	2:00:07	3.05%
Without description	0:26:19	0.67%

 Martynas Muižys	19:01:51	28.95%
changing scenes in phaser	0:30:00	0.76%
creating own assets for the game	5:38:00	8.57%
deployed erc20 contract with thirdweb	0:34:00	0.86%
fixing game bugs/presentation	2:39:00	4.03%
learning phaser/trying to create npc	1:52:51	2.86%
learning to make colliders with Tiled	0:52:00	1.32%
Making game OOP. Fixing multiplayer. Presentation	5:01:00	7.63%

USER - TIME ENTRY	DURATION	PERCENTAGE
npc collisions	1:55:00	2.92%