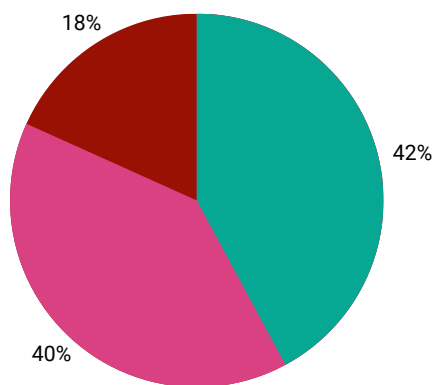
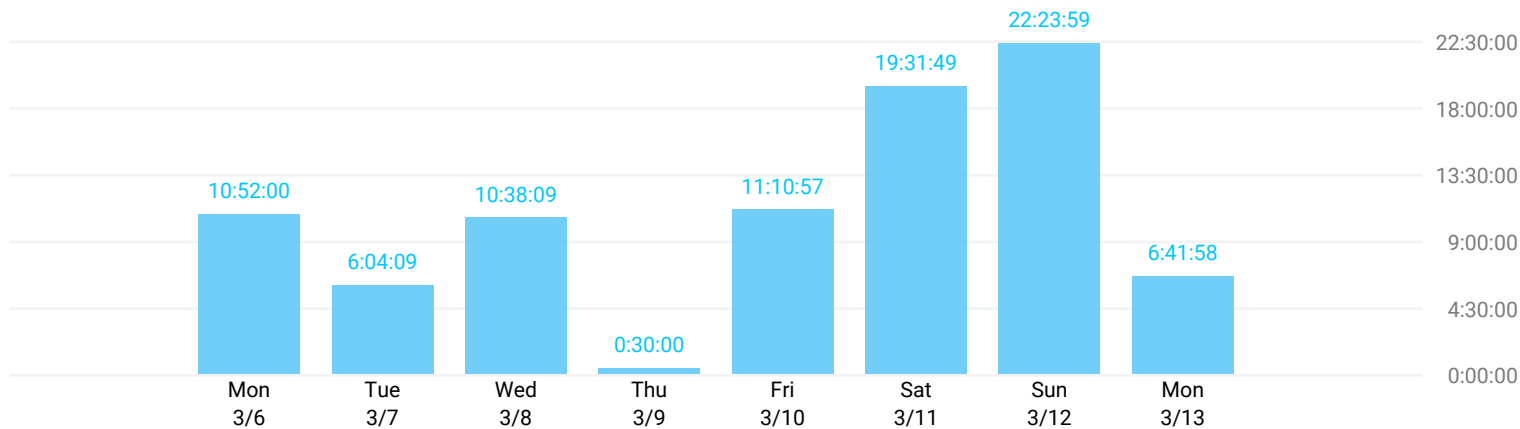


# Summary Report

03/06/2023 – 03/13/2023

TOTAL HOURS: 87:53:01

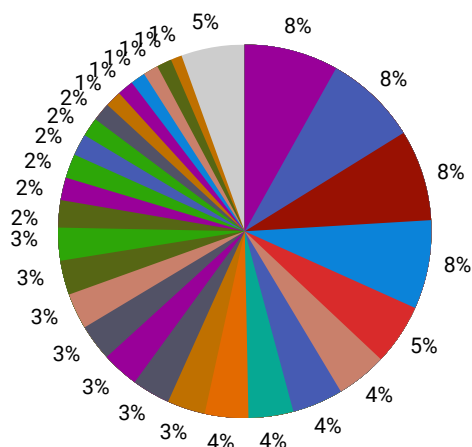


## USER

AR	Armisatas
MM	Martynas Muižys
DB	Dominykas Baronass

## DURATION

37:01:44
34:47:15
16:04:02



## TIME ENTRY

Creating new react component, merging codes, adding game on the website, meeting, fixing name emit bugs	7:09:19
Learning react/working on assets	7:01:21
Creating fish NFTs, website navbar animations	6:59:51
learning react/building a website	6:45:56
Deploying static react app, merging and reviewing codes	4:36:58
Creating NFTs, researching NFT generation, fixing map pixel bleeding, adding new tiles to tileset, merging codes, adding names to the player	3:52:22
fixing pixel bleeding, nft generation	3:48:00
drawing assets/connecting backend with database	3:28:00
Working on the website business, billing components	3:15:46
Creating new map, fixing animations, camera follow	2:56:32
backend webserver/cicd setup for 2 vms	2:52:59
assets	2:50:00
Creating assets (fish items)	2:46:56
Working on navigation and routing	2:43:17
Player inventory	2:34:59

## DURATION


7:09:19
7:01:21
6:59:51
6:45:56
4:36:58
3:52:22
3:48:00
3:28:00
3:15:46
2:56:32
2:52:59
2:50:00
2:46:56
2:43:17
2:34:59



● Working on the website navigation	2:29:11
● Adding new player assets, broadcasting player animations	2:01:21
● phaser creating modal	1:49:54
● Creating item class, fixed inventory to camera, fixing camera lock on newly joined player, making inventory invisible in tutorial scene	1:48:35
● Working on the website navigation with bootstrap	1:34:13
● Emitting username position, optimizing emits and broadcasts	1:27:13
● Meeting, reviewing code	1:24:37
● optimizing code/oop	1:16:00
● Adding fishes, fish count to inventory	1:13:05
● Drag and frop item functionality in inventory	1:10:54
● Meeting, reviewing, explaining codes	1:06:49
● meeting(reviewing frontend/game codes)	1:06:00
● Creating inventory	0:55:15
● Other time entries	4:47:38

#### USER - TIME ENTRY

#### DURATION

#### PERCENTAGE

 Armisatas	37:01:44	42.13%
Adding fishes, fish count to inventory	1:13:05	1.39%
Adding new player assets, broadcasting player animations	2:01:21	2.3%
Creating assets (fish items)	2:46:56	3.17%
Creating fish NFTs, website navbar animations	6:59:51	7.96%
Creating inventory	0:55:15	1.05%
Creating item class, fixed inventory to camera, fixing camera lock on newly joined player, making inventory invisible in tutorial scene	1:48:35	2.06%
Creating new map, fixing animations, camera follow	2:56:32	3.35%
Creating new react component, merging codes, adding game on the website, meeting, fixing name emit bugs	7:09:19	8.14%
Creating NFTs, researching NFT generation, fixing map pixel bleeding, adding new tiles to tileset, merging codes, adding names to the player	3:52:22	4.41%

USER - TIME ENTRY	DURATION	PERCENTAGE
Drag and frop item functionality in inventory	1:10:54	1.34%
Emiting username position, optimizing emits and broadcasts	1:27:13	1.65%
Meeting, explaining code	0:25:22	0.48%
Meeting, reviewing, explaining codes	1:06:49	1.27%
Merging codes, mini-meeting, generating ideas for the game, website styling	0:33:11	0.63%
Player inventory	2:34:59	2.94%
 Dominykas Baronass	16:04:02	18.28%
Deploying static react app, merging and reviewing codes	4:36:58	5.25%
Meeting, reviewing code	1:24:37	1.6%
Working on navigation and routing	2:43:17	3.1%
Working on the website business, billing components	3:15:46	3.71%
Working on the website navigation	2:29:11	2.83%
Working on the website navigation with bootsrap	1:34:13	1.79%
 Martynas Muižys	34:47:15	39.58%
achieving god level of cicd developement/setting cicd for website building	0:36:00	0.68%
assets	2:50:00	3.22%
backend web	0:37:00	0.7%

USER - TIME ENTRY	DURATION	PERCENTAGE
backend web/phaser camera	0:38:08	0.72%
backend webserver/cicd setup for 2 vms	2:52:59	3.28%
drawing assets/connecting backend with database	3:28:00	3.94%
fixing pixel bleeding, nft generation	3:48:00	4.32%
fixing username has a delay on player movement	0:26:00	0.49%
learning react/building a website	6:45:56	7.7%
Learning react/working on assets	7:01:21	7.99%
meeting(reviewing frontend/game codes)	1:06:00	1.25%
optimizing code/oop	1:16:00	1.44%
phaser creating modal	1:49:54	2.08%
setting up database vm	0:28:57	0.55%
username for player	0:30:00	0.57%
website styling/merging game codes	0:33:00	0.63%