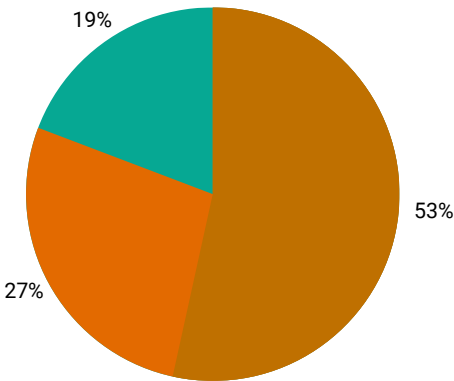
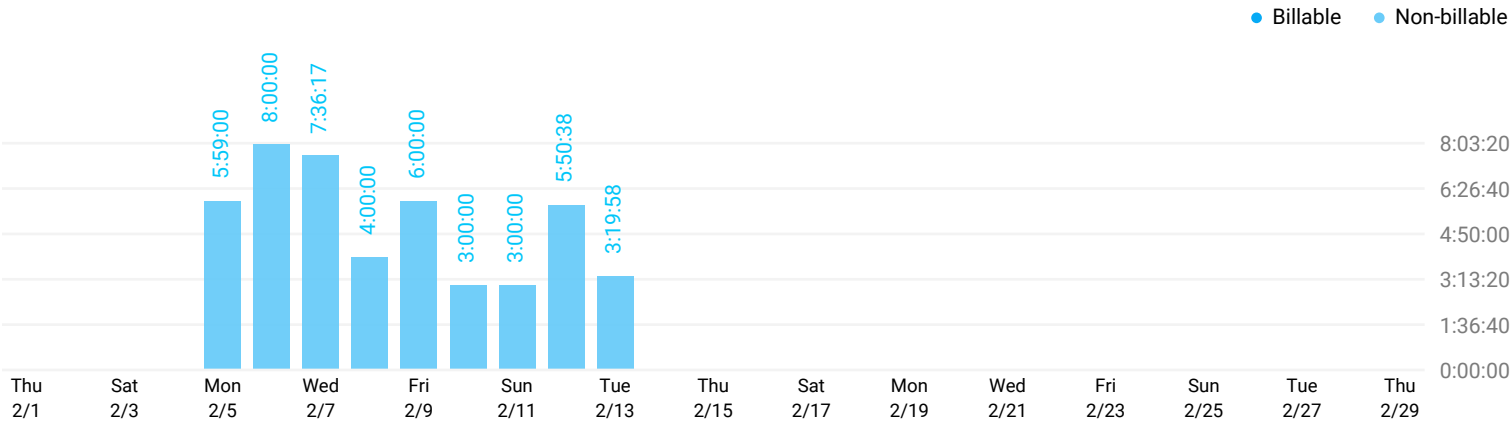


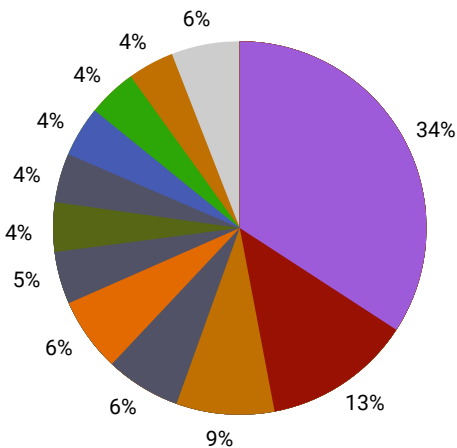
Summary Report

02/01/2024 – 02/29/2024

TOTAL HOURS
46:45:53



USER	DURATION
JD Jacksonspencer D	25:00:00
DA David	12:45:53
SA Sanya	9:00:00



TIME ENTRY	DURATION
Menu UI and Functionality	16:00:00
Menu UIs and Functionality	6:00:00
Finish refactoring Maze to write into txt file and into GUI. Write UML diagram.	3:59:00
Creating Rogue Sprite	3:00:00
Creating and Building SQLite DBs	3:00:00
Make DungeonCharacter and Monster classes. Correct UML diagram.	2:08:49
Refactor Maze traversal	2:00:00
How-to-Play Write Up	2:00:00
Research pause/save features	2:00:00
Resize Priestess Sprite	2:00:00
Make Hero parameter SQLite database	1:50:38



● Other time entries

2:47:26

USER - TIME ENTRY	DURATION	AMOUNT	PERCENTAGE
<div>DA</div> David	12:45:53	—	27.3%
Continue making DungeonCharacter and Monster classes	1:11:09	—	2.54%
Finish refactoring Maze to write into txt file and into GUI. Write UML diagram.	3:59:00	—	8.52%
Make DungeonCharacter and Monster classes. Correct UML diagram.	2:08:49	—	4.59%
Make Hero parameter SQLite database	1:50:38	—	3.94%
Refactor Maze traversal	2:00:00	—	4.28%
Write Astronomy themed questions	1:02:33	—	2.23%
Write Elapid themed trivia questions	0:33:44	—	1.2%
Without description	0:00:00	—	
<div>JD</div> Jacksonspencer D	25:00:00	—	53.46%
Creating and Building SQLite DBs	3:00:00	—	6.42%
Menu UI and Functionality	16:00:00	—	34.21%
Menu UIs and Functionality	6:00:00	—	12.83%
<div>SA</div> Sanya	9:00:00	—	19.25%
Creating Rogue Sprite	3:00:00	—	6.42%



USER - TIME ENTRY	DURATION	AMOUNT	PERCENTAGE
How-to-Play Write Up	2:00:00	—	4.28%
Research pause/save features	2:00:00	—	4.28%
Resize Priestess Sprite	2:00:00	—	4.28%