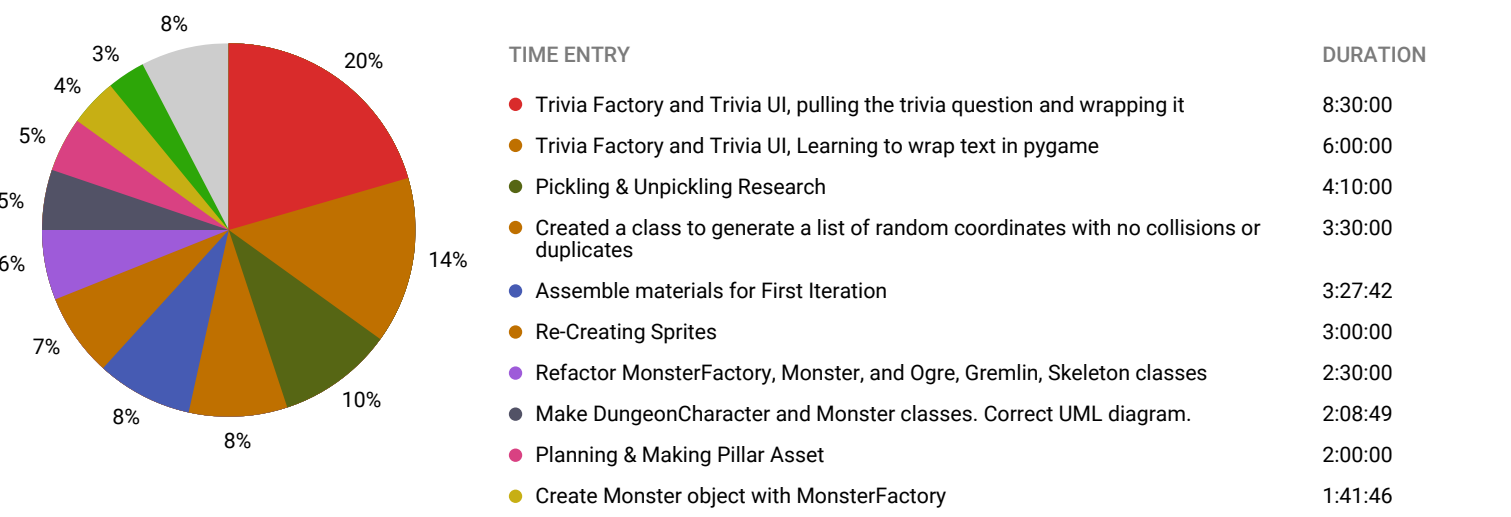
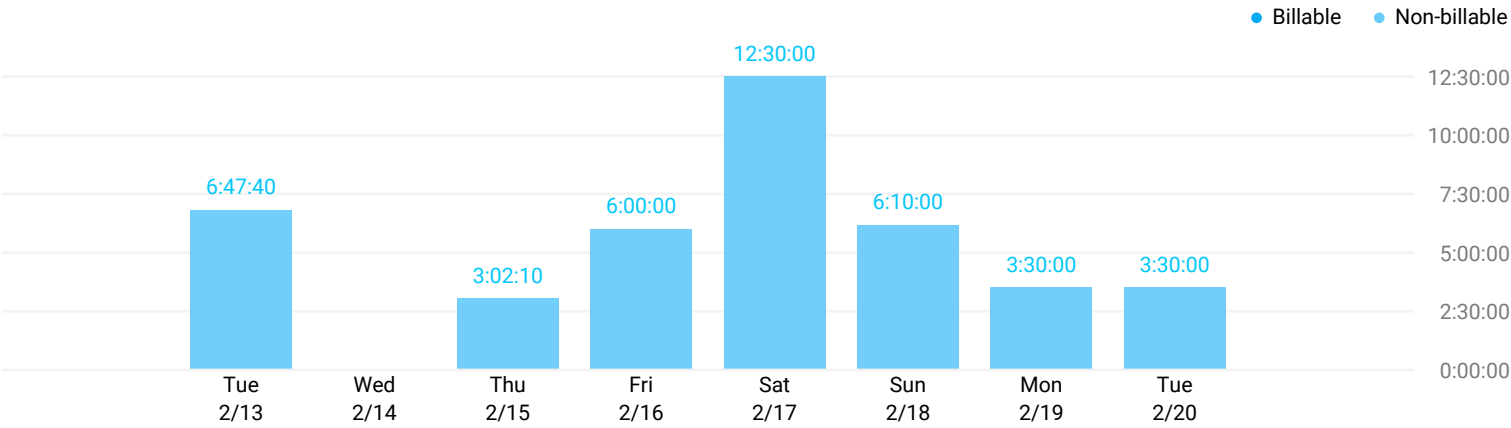


Summary Report

02/13/2024 – 02/20/2024

TOTAL HOURS
41:29:50





● Make MonsterFactory class, reading in monster database enteries as parameters	1:20:24
● Other time entries	3:11:09

USER - TIME ENTRY	DURATION	AMOUNT	PERCENTAGE
<div>DA</div> David	14:19:50	—	34.53%
Assemble materials for First Iteration	3:27:42	—	8.34%
Continue making DungeonCharacter and Monster classes	1:11:09	—	2.86%
Create Monster object with MonsterFactory	1:41:46	—	4.09%
Help make TriviaFactory	1:00:00	—	2.41%
Make DungeonCharacter and Monster classes. Correct UML diagram.	2:08:49	—	5.17%
Make MonsterFactory class, reading in monster database enteries as parameters	1:20:24	—	3.23%
Refactor MonsterFactory and Ogre, Gremlin, Skeleton classes	1:00:00	—	2.41%
Refactor MonsterFactory, Monster, and Ogre, Gremlin, Skeleton classes	2:30:00	—	6.02%
Without description	0:00:00	—	
<div>JD</div> Jacksonspencer D	18:00:00	—	43.38%
Created a class to generate a list of random coordinates with no collisions or duplicates	3:30:00	—	8.43%
Trivia Factory and Trivia UI, Learning to wrap text in pygame	6:00:00	—	14.46%
Trivia Factory and Trivia UI, pulling the trivia question and wrapping it	8:30:00	—	20.48%



USER - TIME ENTRY		DURATION	AMOUNT	PERCENTAGE
<div>SA</div> Sanya		9:10:00	—	22.09%
	Pickling & Unpickling Research	4:10:00	—	10.04%
	Planning & Making Pillar Asset	2:00:00	—	4.82%
	Re-Creating Sprites	3:00:00	—	7.23%