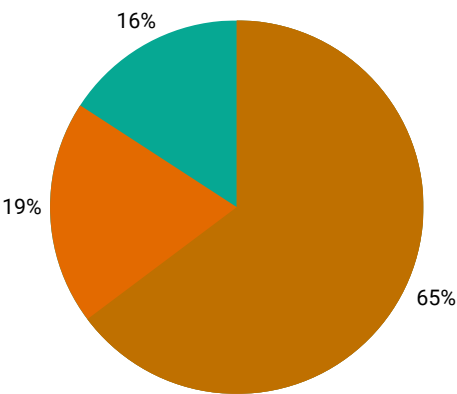
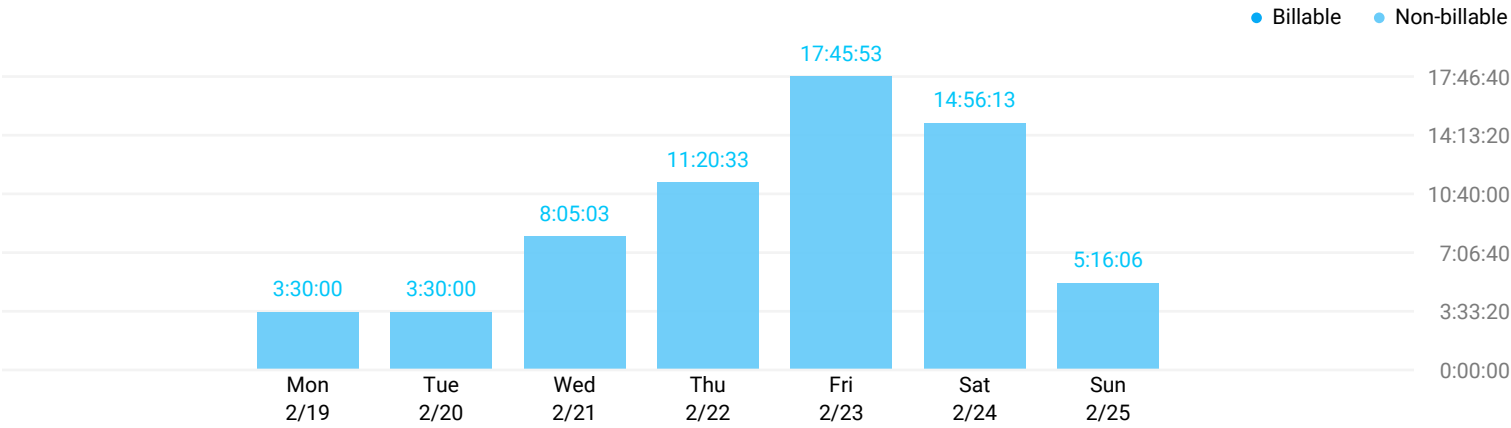


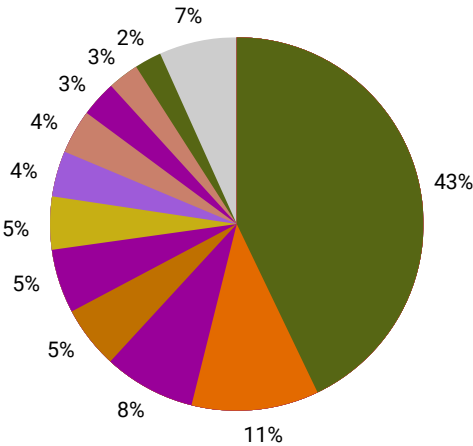
Summary Report

02/19/2024 – 02/25/2024

TOTAL HOURS
64:23:48



USER		DURATION
JD	Jacksonspencer D	41:40:25
DA	David	12:33:23
SA	Sanya	10:10:00



TIME ENTRY		DURATION
pacman style monster algorithm		27:35:22
sprite editing, monster spawning, pacman style monster algorithm		7:05:03
Working on Save/Load		5:10:00
Created a class to generate a list of random coordinates with no collisions or duplicates		3:30:00
combat UI and functionality		3:30:00
Updating SRS		3:00:00
Refactor MonsterFactory, Monster, and Ogre, Gremlin, Skeleton classes		2:30:00
Begin combat system		2:29:03
Working on Save/Load II		2:00:00
Why won't Monster's visualizations move?		1:46:06
Refactor Hero, HeroFactory, and HeroDatabase		1:27:50



● Other time entries

4:20:24

USER - TIME ENTRY	DURATION	AMOUNT	PERCENTAGE
<div>DA</div> David	12:33:23	—	19.5%
Begin combat system	2:29:03	—	3.86%
Discuss Monster integration in game and Monster naming, start gathering elapid names	1:00:00	—	1.55%
Make elapid name SQLite database	1:15:00	—	1.94%
Pull random names from SQLite database in MonsterFactory. Test play features. Discuss combat system.	1:05:24	—	1.69%
Refactor Hero, HeroFactory, and HeroDatabase	1:27:50	—	2.27%
Refactor MonsterFactory and Ogre, Gremlin, Skeleton classes	1:00:00	—	1.55%
Refactor MonsterFactory, Monster, and Ogre, Gremlin, Skeleton classes	2:30:00	—	3.88%
Why won't Monster's visualizations move?	1:46:06	—	2.75%
<div>JD</div> Jacksonspencer D	41:40:25	—	64.71%
combat UI and functionality	3:30:00	—	5.44%
Created a class to generate a list of random coordinates with no collisions or duplicates	3:30:00	—	5.44%
pacman style monster algorithm	27:35:22	—	42.84%
sprite editing, monster spawning, pacman style monster algorithm	7:05:03	—	11.0%
<div>SA</div> Sanya	10:10:00	—	15.79%



USER - TIME ENTRY	DURATION	AMOUNT	PERCENTAGE
Updating SRS	3:00:00	—	4.66%
Working on Save/Load	5:10:00	—	8.02%
Working on Save/Load II	2:00:00	—	3.11%