**HIGH SCORE SERVER WORK TIME LOG**

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| **PROJECT STAGE** | **COMPLETED ITEMS** | **FUTURE ITEMS (estimated times)** |
| Overhead | (Estimated post facto, not measured!)  9 emails x 0.5 h/email: 4.5 h  2x 1-hour meetings with BC: 2 h  Build environment setup: 4 h (MSVS and compilers only, no BOOST, QT)  (Measured)  TOTAL: 10.5 h | Estimate: 8 h |
| Presentation of SA | (Estimated post facto, not measured!)  Preparation: 4 h (guess range 3-5 h)  Presentation: 0.5 h  (Measured)  TOTAL: 4.5 h | *Done* |
| Study of Third Party Component | (Estimated post facto, not measured!)  Prospection to find component: 1 h (guess range: 0.5 – 1 h)  Setup: 3.5 h (guess range: 3-5 h)  (Measured)  TOTAL: 4.5 h | *Done* |
| Initial Prototype: | (Estimated post facto, not measured!)  Coding: 1 h  (Measured)  TOTAL: 1 h |  |
| Construction of Client |  | Estimate: 4 h |
| Construction of Server |  | Estimate: 4 h |
| Testing and Debugging After Construction |  | Estimate: 4 h |
| Game Integration |  | Estimate: 8 h |