

Date	ETA	Real Time	Deviation
Total	46:25:00	83:10:00	1.79
Week 1	2:30:00	11:30:00	4.60
Week 2	5:40:00	15:55:00	2.81
Week 3	5:30:00	13:59:00	2.54
Week 4	7:00:00	14:31:00	2.07
Week 5	25:45:00	27:15:00	1.06
Week	Activity	ETA	Logged time
1	Project Basics	00:30	00:40
1	Implement imgui	00:30	08:00
1	Change libraries directory	01:00	02:05
1	Add about window	00:30	00:45
2	Implement imgui docking branch	00:30	03:03
2	Add the configuration window and fill in for each module	02:00	09:19
2	Console and redirect log output	03:00	02:56
2	About window improvement	00:10	00:27
3	Resize elements and panels	00:30	02:02
3	Meeting + Draw Elements		04:37
3	[bug] VisualStudio Closes at startup because of git	00:00	00:58
3	Meshes in separate files (more organization)	03:00	00:42
3 & 4	Docking branch + responsive UI	00:30	05:03
3 & 4	Render scene inside the scene window	02:00	03:08
4	Show Grid Lines	00:30	00:57
4	Add textures to gameobjects	04:00	05:38
4	Reorganizing meshes	00:30	01:33
4 & 5	Config windows in different files (more organization)	02:00	03:26
4 & 5	Hierarchy	08:00	06:45
4 & 5	Inspector	06:00	04:45

5	Component Texture		01:36
5	Loading multiple meshes from 1 fbx		01:08
5	FBX Drag & Drop + big fix in Application Panel	01:00	00:40
5	Drag & Drop of PNG & DDS	01:00	00:54
5	Enable and Disable Objects	00:15	00:30
5	Camera can orbit around the object (ALT + Left click)	00:30	00:30
5	Normals	03:00	00:56
5	Release + Tests	00:30	01:25
5	Primitives	00:30	01:54
5	Checkers texture	01:00	01:30
5	Delete GameObjects from hierarchy	00:30	02:08
5	Group meshes in 1 empty game object	01:00	00:40
5	Create GameObjects function()	01:00	00:37
5	Editor Theme	00:30	00:33
5	Polish before the release	01:00	01:10