**Project Log**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Tasks | Period | Nguyen Dang Huu (hrs) | Phan Duy Nhat Tan (Hrs) | remarks |
| Building Bus Shop | 03/07/2018 | 6 | 6 | Adding bus shop option to personalize bus  Adding buying system |
| Having Alpha test | 10/07/2018 | 2 | 2 | Getting a few friends to try out the game and report bug  Collecting Information to extend game experiences |
| Fixing Authentication | 15/07/2018 | 5 | 5 | Fixing Authentication bug for Login to Google Play Service  Adding and testing Achievements  Adding and testing Leaderboard |
| Fixing Bug | 20/07/2018 | 5 | 5 | Fixing bug for in-game logic  Changing the “Dragon Mission” quest |
| Building Item Shop | 23/07/2018 | 6 | 6 | Adding Item shop option  Implementing the logic for game items |
| Publishing beta | 25/07/2018 | 2 | 2 | Publishing beta for Milestone 3 |
| Doing Milestone 3 | 28/06/2018 | 8 | 8 | Doing Milestone 3 |

|  |  |  |
| --- | --- | --- |
|  | Nguyen Dang Huu (hrs) | Phan Duy Nhat Tan (Hrs) |
| total in PL | 34 | 34 |
| Overall total | 173 | 173 |