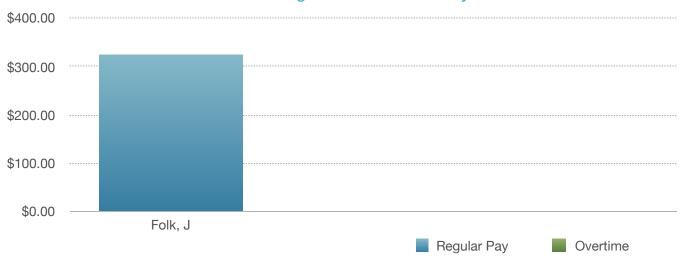
## Employee Schedule

LUNCH	TOTAL	OVERTIME		
BREAK	HOURS	PAY		
0h 0m	5h 0m	0%		

## **SUMMARY**

Employee	Position	Hourly Rate	Total Hours	Regular Pay	Overtime	Total
Folk, J	Programmer	\$65.00	5:00	\$325.00	\$0.00	\$325.00
		\$0.00	0:00	\$0.00	\$0.00	\$0.00
		\$0.00	0:00	\$0.00	\$0.00	\$0.00

## **Regular and Overtime Pay**



## Sign In

EMPLOYEE	DATE	IN	OUT	HOURS
FOLK, J	11/21/16	1:15 PM	2:15 PM	1:00
FOLK, J	11/21/16	9:00 PM	1:00 AM	4:00

EMPLOYEE	DATE	IN	OUT	HOURS
				0:00

added score		
the in app purchases works		
added the in app purchase icons. updated the properties to purchase the characters. added the particle system to the characters for when they die		
 added an inapppurchase icon for the medium circle. started to edit the characters to have a particle defeated animation		