

Date	Start	Stop	Interruptions(hours)	Total (hours)	Comments
04/11/2014	14.00	15.00	0	1	Week 7: Estimating how many chips there are in a jar, and draw a picture in scratch using movements, turns and pen colours.
11/11/2014	14.00	15.00	0	1	Week 8: Drawing a decomposed image made into many smaller blocks.
18/11/2014	14.00	15.30	0	1.5	Week 9: Landing a space shuttle safely.
25/11/2014	14.00	16.00	0	2	Week 10: Breaking down a classic game, making a simple version of it, Shooting Range
02/12/2014	14.00	15.30	0	1.5	Week 11: Making a list of songs from an album, making it shuffle in a random order.
09/12/2014	14.00	22.30	4 hours	4.5	Week 12: Working on and finishing an AI elevator which takes cat sprites up and down to the floors they need to go to.