**Powered Up Games Work Log Contractors: Paul Sinnett Client: LSBU**

**Date Start Stop Interrupt Total Comments**

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| --- | --- | --- | --- | --- | --- |
| 04/11/14 | 14.00 | 15.00 | 01:00:00 | 1.0 | Week 7: programme the robot to move and make a pattern using numbers |
| 11/11/14 | 14.00 | 15.00 | 00:30:00 | 0.5 | Week 8: draw a composite picture |
| 18/11/14 | 14.00 | 16.00 | 01:30:00 | 1.5 | Week 9: help the shuttle land on the meteorite |
| 25/11/14 | 14.00 | 16.00 | 02:00:00 | 2.0 | Week 10: break down a game – shooting gallery |
| 02/12/14 | 14.00 | 16.00 | 02:00:00 | 2.0 | Week 11: Making the elevator collect the people and go to every level. |
| 09/12/14 | 14.00 | 16.00 | 02:00:00 | 2.0 | Week 12: making an AI |
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