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

**Date Start Stop Interruptions Total Comments**

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| --- | --- | --- | --- | --- | --- |
| 04/11/14 | 14.00 | 16.00 | n/a | 0.5 | Week 7: programming a robot pattern movement |
| 11/11/14 | 14.00 | 16.00 | n/a | 0.5 | Week 8: Drawing picture using code |
| 18/11/14 | 14.00 | 16.00 | n/a | 1.5 | Week 9: Space Shuttle landing |
| 25/11/14 | 14.00 | 16.00 | n/a | 2.0 | Week 10: break down a classic game – shooting gallery |
| 02/12/14 | 14.00 | 16.00 | n/a | 2.0 | Week 11: Improving Elevator AI |
| 09/12/14 | 14.00 | 16.00 | n/a | 2.0 | Week 12: Creating AI |
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