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

**Date Start Stop Interrupt Total Comments**

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| --- | --- | --- | --- | --- | --- |
| 27/01/2015 | 14.00 | 16.00 | 01:30:00 | 0.5 | Week 1: Moving Blocks |
| 03/02/2015 | 14.00 | 16.00 | 0:30:00 | 1.5 | Week 2: Orrery |
| 10/02/2015 | 14:00 | 16.00 | 01:00:00 | 1 | Week 3: Number systems |
| 17/02/2015 | 14:00 | 16:00 | 01:30:00 | 0.5 | Week 4: Information hiding |
| 24/02/2015 | 14:00 | 16:00 | 01:00:00 | 1 | Week 5: Searching and sorting |
| 03/03/2015 | 14:00 | 16:00 | 01:30:00 | 0.5 | Week 6: Asynchronous programming |
| 10/03/2015 | 14:00 | 16:00 | 01:00:00 | 1 | Week 7: Parallel Programming |
| 1/05/2015 | 1/05/2015 | 8/05/2015 | 5 days (approx) | 3 days  (approx.) | Final game project |
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