

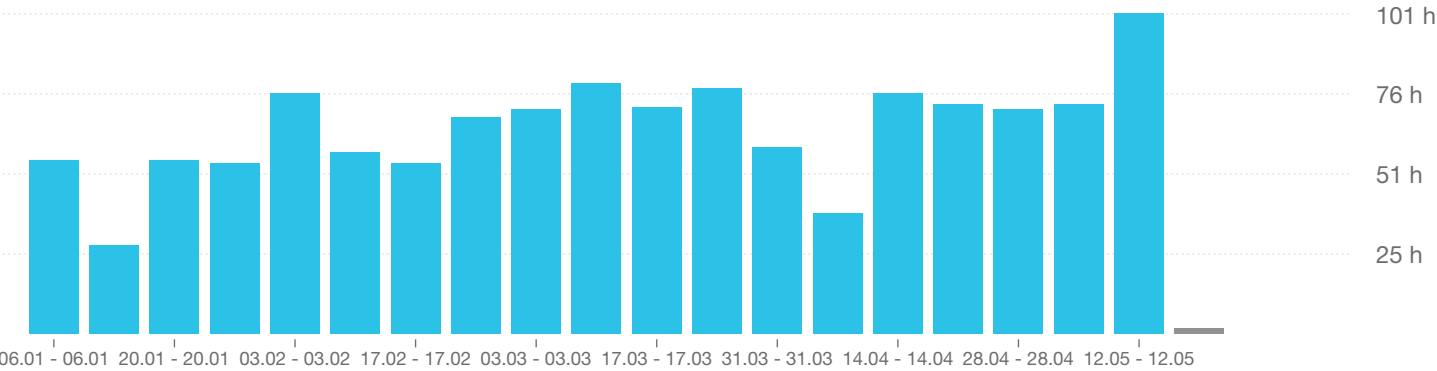
Summary report



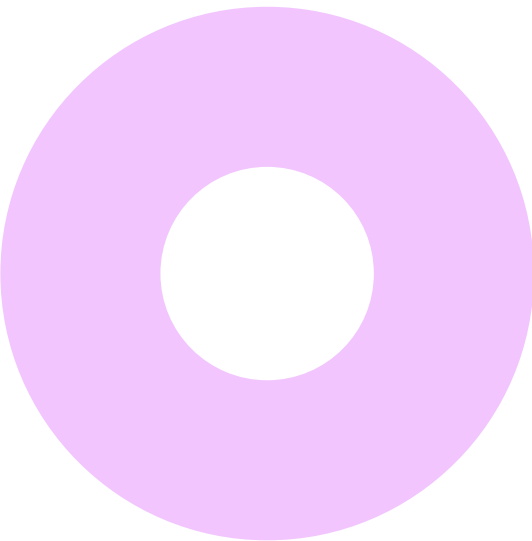
2014-01-06 - 2014-05-19

Total 1226 h 25 min Billable 00 h 00 min

Bachelor project selected as clients

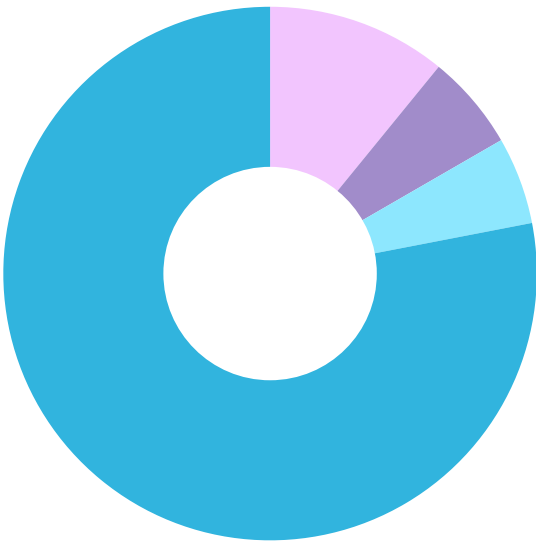


Clients



Bachelor project 1226 h 25 min

Time entries



Report writing 133 h 34 min
finishing details 70 h 51 min
Unity 64 h 55 min
Other 957 h 04 min

Clients / Time entries	Duration	Amount
Bachelor project	1226:25:37	
(no title)	46:10:09	
Backlog widget	15:06:33	
boxart and skincubes	04:22:59	
BoxDesign assignment	61:05:35	
BoxDesign debugging	06:21:16	
Bug foxing	24:08:04	
Bugg testing	01:44:46	
Bug hunting	00:47:42	
Clean up a bit more code and look for errors.	01:00:00	
code review	04:49:28	
Comment code and high score list	07:44:47	
dividing the framemarkers and boxes to fix bug	14:19:32	
finishing details	70:51:12	
Fixing of prefabs and other misc items	14:45:15	
Fuckings GUI	07:07:00	
Group meeting	01:57:50	
Gui layout and main menu	08:15:35	
Highscore on loading screen	00:45:37	
level creator and rules	39:09:48	
level creator and rules and made new papir cubes	07:02:56	
Loadingscreen	07:14:51	
Load scene with parameters	05:41:23	
making	05:01:24	
meeting	02:18:13	
Meeting with Simon about grading	01:34:00	
menues	27:23:35	
misc	11:22:38	
Name Registration	14:37:44	
points and correct marker	20:58:25	
putting things together	34:18:57	
Rebased and trying to fix this	03:20:49	
right combo marker	09:26:15	
scripts	17:38:21	
testing rules	20:40:05	
ui	11:57:02	
UI design, Main menu and during games	08:50:00	
ui scripts	43:05:28	

Unity	64:55:17
Unity	04:57:00
Unity crashes	01:28:27
Unity UI Editor customization	50:42:31
Username	00:53:19
Webpage	08:00:58
What to do?	02:03:37
world orientation and collision prototype	58:20:03
Karrieredag	03:00:00
Karrieredag and Unity	03:37:35
Latex	14:00:04
Learning tools	06:25:00
learning Unity scripting	04:11:00
learn javascript	11:34:57
Misc. Project Stuff	05:20:30
planning	09:15:02
prototyping	06:33:50
Unity Tutorial	04:07:06
Vuforia	01:42:00
Group meeting and pre-plan delivery	01:12:00
information gathering	03:11:00
Initial start	04:52:35
lynkurs	03:48:50
Lynkurs	02:00:00
Lynkurs Bachelorskriving	01:24:55
main menu	07:43:05
not sure yet	06:07:18
plan completing	02:51:24
Planning Document	09:59:45
planning writing	02:20:50
pre-plan document	04:47:41
project planning	09:24:14
Project Preplan Restucturing and finish	07:30:20
report	05:55:28
sdk and planning	05:34:12
stuff	04:26:38
team work	05:05:20
unity tutorials	07:13:08
writing plan	03:40:26

script planning	00:53:15
setup Git and webpage	06:01:54
Webpage and misc	11:30:08
Background, wrapfigure, Structure, JSON	07:38:22
Boomlagoon, LaTeX, images etc.	05:29:27
Development Methodology and Gantt chart	04:45:00
Document link colours. Part-Chapter-Section-Subsection	01:19:00
Document structure	05:25:01
Finished taking notes on old thesis	06:14:00
Fixed reference, reading through, fixing math comments	00:23:00
Future developments	01:00:00
getting into the report	05:39:00
Glossary	05:18:39
Introduction, related work, typography toc	04:54:38
Latex report building	07:14:14
Looking into Gantt	01:29:12
Meetings	03:33:00
Meeting with employer, report feedback from Mariusz and Simon.	03:30:00
Placing images, fixing typo's and sentences etc.	06:12:53
Project specific frontpage, history and background	08:19:34
Read old bachelor theseses	02:27:00
Read theseses and take notes	07:30:00
Report structuring and writing about LaTeX	04:33:00
Report writing	133:34:19
Restructuring, adding images and updating class diagram	08:27:01
Structure study	06:33:49
Usability, reading through and fixing on the go, requirements	06:40:50
Version Control and some structuring	06:27:06
Why this task + adding LevelCreator class connectivity chart	00:41:00
Working with the introduction part. Also looked into svg and pictures again.	07:32:36
Writing about goals and thinking about specification	01:46:00