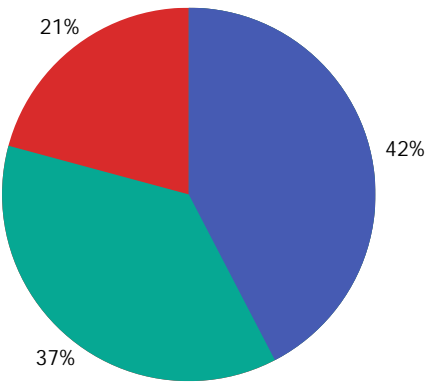
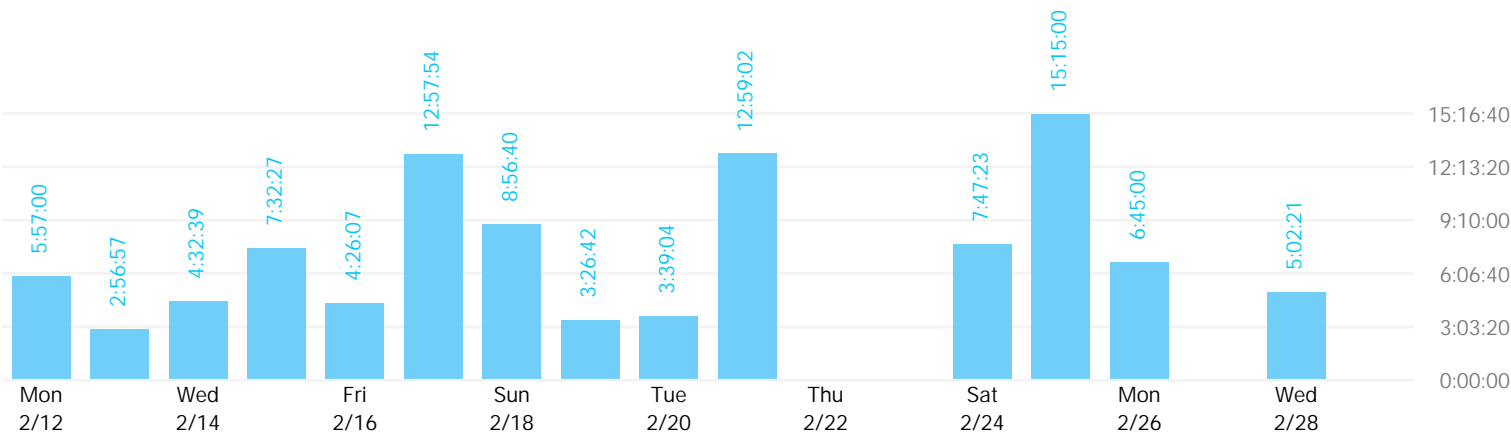


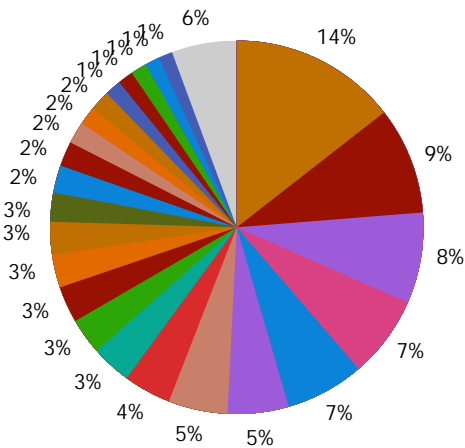
# Summary Report

02/12/2024 Ð 02/29/2024

TOTAL HOURS: 102:14:16





USER		DURATION
ST	Stasiskis	43:21:02
JO	Joris	37:37:28
SC	scopaz	21:15:46




TIME ENTRY		DURATION
Implementing multiplayer support		14:45:00
Making prototype, testing features of phaser, looking at similar games for ideas		9:30:00
Learning phaser, made few scenes, added player and his movement		8:04:44
Learning typescript/phaser, researching existing projects		7:15:00
Preparing for HCI presentation		6:53:22
Learning typescript/phaser		5:30:00
Team meeting		5:08:37
Presentation		4:15:00
Learning Typescript, researching multiplayer implementation		3:30:00
added player and enemy collision, restart scene, bullet and enemy collision, scoring system		3:17:23
Learning on multiplayer player movement and implementing it		3:10:48
Setting up environment		3:00:00
Fixing errors, tried to display html content on button clicked but didnt work out, created a leaderboard for multiplayer, implemented displaying score for singleplayer and leaderboard for multiplayer, trying to fix singleplayer restart option bug.		2:47:00

● Learning about HTML game development and started creating a simple game	2:38:57
● Learning CSS, implementing it	2:21:58
● Added usernames to players, implemented multiplayer respawn	2:14:53
● Creating a game start, restart buttons, adding some UI animation	1:51:41
● Added projectile and enemy collision in multiplayer, learning how to display html content on button clicked	1:46:31
● Trying to implement player movement	1:42:28
● Team meeting and work on project begining	1:26:00
● Trying to fix movement lag, but didnt work out.	1:23:16
● Setting up gitlab	1:22:21
● Players in multiplayer can shoot from their position	1:16:20
● Finished player movement, added shooting from players position, enemies go to player position, classes put in seperate files	1:15:04
● Other time entries	5:47:53

#### USER - TIME ENTRY

	DURATION	PERCENTAGE
 Joris	37:37:28	36.8%
Implementing multiplayer support	14:45:00	14.43%
Learning Typescript, researching multiplayer implementation	3:30:00	3.42%
Learning typescript/phaser	5:30:00	5.38%
Learning typescript/phaser, researching existing projects	7:15:00	7.09%
Setting up environment	3:00:00	2.93%
Team meeting	3:37:28	3.55%
 scopaz	21:15:46	20.8%
Learning phaser, made few scenes, added player and his movement	8:04:44	7.9%
Making prototype, testing features of phaser, looking at similar games for ideas	9:30:00	9.29%
Presentation	2:15:00	2.2%

USER - TIME ENTRY	DURATION	PERCENTAGE
Team meeting and work on project begining	1:26:00	1.4%
Without description	0:00:02	
 Stasiskis	43:21:02	42.4%
Added enemy and player collision, projectile deletion	0:19:00	0.31%
added player and enemy collision, restart scene, bullet and enemy collision, scoring system	3:17:23	3.22%
added player shooting and bullet deletion if goes out of borders	1:14:18	1.21%
Added projectile and enemy collision	0:18:00	0.29%
Added projectile and enemy collision in multiplayer, learning how to display html content on button clicked	1:46:31	1.74%
Added usernames to players, implemented multiplayer respawn	2:14:53	2.2%
Adding issues in gitlab, reading phaser	0:41:01	0.67%
Creating a game start, restart buttons, adding some UI animation	1:51:41	1.82%
Finished player movement, added shooting from players position, enemies go to player position, classes put in seperate files	1:15:04	1.22%
Fixing errors, tried to display html content on button clicked but didnt work out, created a leaderboard for multiplayer, implemented displaying score for singleplayer and leaderboard for multiplayer, trying to fix singleplayer restart option bug.	2:47:00	2.72%
Learning about HTML game development and started creating a simple game	2:38:57	2.59%
Learning CSS, implementing it	2:21:58	2.31%
Learning django web framework	0:24:22	0.4%

USER - TIME ENTRY	DURATION	PERCENTAGE
Learning how to create a multiplayer game	0:59:45	0.97%
Learning on multiplayer player movement and implementing it	3:10:48	3.11%
Merging branches, setting up database	0:35:00	0.57%
Players in multiplayer can shoot from their position	1:16:20	1.24%
Preparing for HCI presentation	6:53:22	6.74%
Presentation	2:00:00	1.96%
Setting up database vm	0:27:21	0.45%
Setting up gitlab	1:22:21	1.34%
Short meeting	0:10:00	0.16%
Team meeting	1:31:09	1.49%
Trying to fix movement lag, but didnt work out.	1:23:16	1.36%
Trying to implement player movement	1:42:28	1.67%
Trying typescript in phaser	0:39:04	0.64%