	predicted time (hrs)	time spent (hrs)	% Complete
complete	planned	this week	slack

Ferris (TL1)

	planned	this week	% Complete
Requirements Collection	2	1	100%
Sprite Design	4	2	35%
Controller Design	3	3	100%
Level Creation	6	1	17%
Script Interpolation	5	3	60%
Facade Implementation	1	0	0%
QA Testing	3	1	33%
Total	24	11	

Taran (TL2)

	planned	this week	% Complete
Requirements Collection	4	2	100%
Asset Collection	3	2	80%
Tileset Construction	4	4	80%
Rising Lava	4	1	50%
Level Piece Design	20	7	30%
Level Procedural Generation	15	5	90%
Collectibles	4	5	90%
Enemy and Collectible Integration	5	6	90%
Testing	5	1	20%
Total	64	33	

Gavin (TL3)

	planned	this week	% Complete
0 Collect Sound Assets	1	1.5	
1 Trim assets	1	1	
2 Sound Controller Base Class	2	2	
3 Testing I	1	1	
4 Implementation I	1	1.5	
5 Rewrite Base Class in C#	2	2	
6 Game SoundPlayer	1	1.5	
7 Testing II	1	1.5	
8 Implementation II	1	0	0
9 EnemySoundPlayer	1	0	0
10 Make SoundController prefab	1	0	0
11 Testing III	1	0	0
12 Implementation III	1		100
Pattern: Decorator			82
Total	15	12	

Jason (TL5)

	planned	this week	% Complete
Research AI patterns for 2d Platformers	2	2	100.00%
Design Basic Enemy Behavior	3	2	50.00%
Implement Pathfinding Algorithms	4	3	50.00%
Demo Mode	0	3	100.00%
Facade Implementation	3	6	50.00%
Develop Collision Detection for Enemies	2	2	100.00%
Integrate AI with level design Elements	3	1	50.00%
Enemy Unique Abilities	3	2	66.00%
Test and Debug Enemy AI Interactions	3	1	25.00%
Optimize Performance of AI Code	1	0	0.00%
Total	24	22	

Julia (TL6)

	planned	this week	% Complete
1 - Make Menu Assets (ART)	2	0	100%
2 - Write User Manual (DOCS)	0	2	80%
3 - Create Build System (make)	0	2	100%
4 - Implement Menu Composite/Game Handler Singleton (incl. Refactor)	4	6	100%
5 - Create Death Screen - Composite Element	1	2	100%
6 - Create Main Menu - Composite Element	1	1	100%
7 - Create Pause Menu - Composite Element	1	1	100%
8 - Create Settings Menu - Leaf Element	2	1	20.00%
9 - Create Character Creator - Leaf Element	1	2	100%
10 - Create Credits Menu - Leaf Element	1	1	100%
11 - Make HUD Assets (ART)	4	2	80.00%
12 - Create HUD System - uses Menu Composite	3	2	100.00%
13 - Create Player HUD	1	2	100%
14 - Create Mobile Hud - Leaf Element	1	3	90.00%
15 - Create Shop HUD - Abstract Factory - Leaf Element	1	4	100.00%
16 - Test Plan	3	1	10%
18 - Ceate Prefab	2	0	0%
Total	30	32	

	predicted time (hrs)	time spent (hrs)	% Complete	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57
complete	planned	this week	slack																																																									

complete	predicted time (hrs)	time spent (hrs)	% Complete																																																									
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complete	predicted time (hrs) planned	time spent (hrs) this week	% Complete slack	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57

	predicted time (hrs)	time spent (hrs)	% Complete																																																								
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	predicted time (hrs)	time spent (hrs)	% Complete	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57
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