Time Management Tap 'em Production

Date	Time	Task	Hours spent Coding	Hours spent Documenting
14.12	22:00	start		
	23:00	qt setup complete		
	24:00	git struggle put on hold		
15.12	00:00	start coding		
	02:00	first prototype finished	2	
	02:45	unnecessarily playing around with colours	0,75	
	03:00	realising my stupidity (overcame github struggle)		
		good night!		
		good morning!		
	10:00	Game State Handling, Proper Spawning System		
	12:15	Lunch break	2,25	
	13:45	continue work		
		playing around with animations		
		increasing difficulty + balancing		
	16:30	done	2,75	
	17:20	starting documentation		
	19:30	basic game tutorial finished		2,166
		see you tomorrow!		
16.12	17:30	finalising Doc and Code	0,75	0,75
	19:00	*Fin.*		
		Total hours:	8,5	2,916