

Task	Estimated Time (Hours)	Actual time (Hours)	Time Delta (Hours)	Notes		Total Estimated Time	Total Logged time	Total Time delta			
Flow Diagram	1.5	1.5	0			36.75	8.5	-28.25			
Weekly Upkeep	3.75										
Environment Variables	2	3	-1	Likely ongoing process							
Display Task Macros:				Once I get one I can likely reuse a lot of code and speed up the process. Whatever I tackle first will take the longest							
Canyon Walls	2		2								
Platform Based on Pos	3		3	Inlcuding the bouncing off of canyon walls							
Slug Based on Pos	0.5	2	-1.5								
Status Bars	1.5		1.5								
Satchel Based on Pos	0.5		0.5								
Shield Blast	3		3	I want to do a cool animation for the shield blast. A dome that appears over the sled and expands outwards and disipates at the desired radius							
Physics	4	2	2	I expect getting this fine-tuned will be a challenge and I will start on it as soon as I can get my display macro for a slug working so I can test visually							
Rail gun	4		4	All aspects of the flags, variable manipulation, and ISR juggling, and LED lighting							
Shield Blast	2		2	Maths behind checking the distance between stachels and center of platform							
Capsense to control platforr	4		4	I am not sure exactly how I want to implement this and I intend on seeking clarification of the requirements regarding its movement.							
Main menu	1		1								
Settings menu	4		4	Likely an ongoing process as I decide to implement more and more control							