

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	1.5	-35.25			
Weekly Upkeep	3.75									
Environment Variables	2		2	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		0.5							
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		4	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 platforn	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						