Day 1: Went through trying to use unreal the system had over the top complexity so chose unity. On unity I made a little capsule that could move around and jump with gravity

Day 2: I added a camera that follows and turns with the mouse and has adjustable sensitivity. I gave the player the ability to turn, run and crouch. At the end of the day I ran into some difficulty with ray casting triggers and making lists

Day 3: Fixed up the float list for modes got to tired to look up rays

Day 4: I did the ray. Check mate laser boy and now we can base options off of how long we see the player

Day 5: add barriers around block

Day 6 made the pathing system

Day 7 fixed the corner issue, made a button pressing action

Day 8 learnt how to use switch code, questions about ai reaching alert location and questions about specified colliders

Day 9 fixed physics and added following system for ai

Day 10 made an out of bounds kill, made a enumerator, make audio and start doing some puzzles for the game

Day 11 made the first puzzle in code

Day 14 I’ve spent 3 days trying to get something bounce and it will not work. I’ve re written the code from its own box to detect the mesh box and then to use the physics engine to try and make it work but it just will not find the edges

Day14 also made the colouring system to show what buttons are pressed and got the renderer working for it

Day 15 fixed the bouncing and made the buttons push in

Day 16 made a heat system and a picking up objects code fixed up the for loops to not write things 4 times

Day 17 made a pick up and place in the correct place system

Day 18 made the pieces randomize location and fixed up some class management system for interactables