Project 4900

Time Table (Nov 11 – Dec 9)

Date	Duration	Type	Description of completed Work	Challenges and Next steps
11/12/24	1 hour	Other	Organized my files in the repository and updated existing code.	Finish level 3
11/13/24	0 hours	Sick		
11/14/24	0 hours	Sick		
11/15/24	3 hours	Code, Design	Since I felt better, I decided to overhaul my level 2 and added some much need environments to make the level more appealing to look at. I also made progress on some puzzles I want to add for level 3	Finish level 3
11/16/24	2 hours	Design	Finished the basic level 3 design and layout.	Add music and stage selection on the world map.
11/17/2024	4 hours	Design Code	Figured out a game breaking bug when the player sometimes fall through the floor or gets clipped inside	Polish level 3

			the wall. Fixed the issue	
11/18/24	2 hours	Design	Finished added music and the stage selection into the world map for level 3	Polish the levels and title screen look.
11/19/24	2 hours	Plan, Design	Planned a design for how my title screen would look like and how I should show my credits	Add a credits screen and new title screen look.
11/20/24	1 hour	Plan, Design	Credited all the sources I used from the Unity Asset Store and making the finishes touches of my title screen look.	Polish the title screen
11/21/24	2 hours	Design	Finished designing how my title screen looked. I also worked on polishing the 1st level and trying to make the level a bit longer.	Work on level 1 extension.
11/22/24	0 hours	Sick		
11/23/24	0 hours	Sick		
11/24/24	0 hours	Sick		
11/25/24	3 hours	Code, Design	Finished adding a extension to level 1 to make it longer. Also fixed a weird climbing bug	Work on presentation slides.

			that happens in level 2.	
11/26/24	0 hours	Break		
11/27/24	3 hours	Testing	I let my friends test the game and feedback if there is any bugs in the game.	Fix and respond to feedback from the playtesting.
11/28/24	2 hours	Code	Debugging some code and make the gameplay experience much smoother	Update repository
11/29/24	3 hours	Design, Other	Updated repository and working on presentation slides	Work on presentation slides, work on more bugs in my game.
11/30/24	1 hour	Code	Fixed minor bugs where the enemies get caught in the floor and unable to move	Work on more bugs in the game and work on presentation slides.
12/1/24	3 hours	Code, Other	Updated repository on its progress, fixed the issue where the player sometimes doesn't game over when all health is reduced to 0.	Work on presentation slides.
12/2/24	0 hours	Break		
12/3/24	0 hours	Break		
12/4/24	3 hours	Code, Design	Fixed the issue where the monsters sometimes clip	Work on my presentation slides.

			into one another.	
12/5/24	3 hours	Code, Design	Fixed an issue where the rocks gets stuck in the floor and the player is unable to proceed through the level.	Work on presentation slides.
12/6/24	0 hours	Sick		
12/7/24	2 hours	Code, Design	Fixed an issue where the character gets damaged by monsters when the monster wasn't attacking.	Presentation slides almost completed

12/8/24   0 hours   break

12/9/24   5 hours   Code, Design   (Fixed a lot of bug issues, finished the presentation slides and published my game in itch.io)