

Alexander Rodriguez

September 30th – October 28th

Time accumulated: 53 hours (9/30 – 10/28)

Date	Duration	Type	Description of completed work	Challenges and next steps
9/30/24	2 hours	Planning	Created a design document to help me work on my 2 nd level	Start creating new mechanics for the next level.
10/1/24	2 hours	Code	Made some progress on my climbing script	Start creating a sprite for the player to climb on
10/2/24	2 hours	Design/Code	Made the vine sprite art, made progress on the climb code but there are errors like the player being stuck on the vine	Fix the errors of the script
10/3/24	2 hours	Code	Fixed most of the errors from the climbing code	Polish the climbing animation and work on level 2
10/4/24	3 hours	Design	Made some of the 2 nd forest level in my game where the character has to climb vines to proceed.	Continue creating the 2 nd level
10/5/24	0 hours	Break		
10/6/24	0 hours	Break		
10/7/24	3 hours	Design, Code	Made more of the 2 nd level, adjusted some enemy values	Make more of my level

			to make the enemy slightly easier to deal with	
10/8/24	2 hours	Code, Design	Fixing the climb code since I realized that sometimes the player can't climb the vine in some areas. Worked more on my 2 nd level	Continue working on my 2 nd level.
10/9/24	2 hours	Code, Design	Adjust score system that will make each level have their own separate scoring.	Continue working on my level.
10/10/24	2 hours	Design	Mostly completed the 2 nd level, now working on polishing the level and fixing any collision bugs.	Continue to polish level 2
10/11/24	2 hours	Code	Added the feature so that the player may play the 2 nd level of my game.	Plan for level 3
10/12/24	0 hours	break		
10/13/24	0 hours	break		
10/14/24	3 hours	Design	Finalizing the design on what my level 3 would look like.	Start playtesting all the levels and come up with new mechanic ideas.
10/15/24	4 hours	Design, Coding	Listed Ideas on what mechanic	Continue planning and

			I wanted the 3 rd level to have and tried to code in destructible objects in my game	figuring out different coding scripts.
10/16/24	3 hours	Code	I found a game breaking error in one of my scripts and tried to fix it.	Look over all my scripts.
10/17/24	3 hours	Other	Organize my repository and update my progress	Plan more in my 3 rd level
10/18/24	0 hours	Break		
10/19/24	0 hours	Break		
10/20/24	0 hours	Break		
10/21/24	5 hours	Code, Design	I finished the planning on level 3 and fixed all the codes that had errors.	Start creating new scripts for the new mechanics.
10/22/24	4 hours	Code	Made progress on making destructible objects in my game and trying to add a pressure plate system in my game too for puzzle creation.	Finish making those scripts.
10/23/24	1 hour	Other	Organize my repository in preparation on the presentation	Present my progress
10/24/24	2 hours	Other, Code	Presented my progress via zoom and worked on	Continue to work on my scripts.

			some of my scripts.	
10/25/24	3 hours	Code,Design	Added Destructible Objects in my game and will work on the pressure plate system.	Continue coding my scripts.
10/26/24	3 hours	Other	Organizing my thoughts and try to create a presentation in a PowerPoint pdf	Continue making my presentation.
10/27/24	3 hours	Other	Finished my PowerPoint presentation and timetable log to send.	Continue to work on my scripts and help create level 3.

Reflection: This month was a bit rough managing my time in my project and working on my other classes this semester. However, I still was able to create an extra level of my game this month and did everything that I needed to do on my planning sheet. I would have liked to be more ahead but all I need to do is create the final level of my game. I hope it won't take too long to make and that I probably need to focus hard next month if I want to keep up with my project progress. If I finish the level early, I want to be able to add things that I wouldn't have added in my game if I had little time. Like new accessibility options, polish the look of my game, and etc. So far I am not behind on my progress but I need to pick up the pace and work on my project a bit more next month to keep up with the work load.