

Alexander Rodriguez

October 29th

Time Accumulated: 19 hours

Date	Duration	Type	Description of completed work	Challenges and next steps
10/29/24	2 hours	Design	Added a background for my level 3	Continue building level 3
10/30/24	3 hours	Design, Code	Fixed a bug where the enemies don't get hit by the player.	Working more on level 3
10/31/24	2 hours	Planning	Figured out a new mechanic I want to add for my level	Plan and implement new mechanic in my level 3.
11/1/24	2 hours	Code	Adding code for a enemy rush script. Make it so that the player is stuck in a room till all enemies are gone.	Continue making that script.
11/2/24	2 hours	Code	Almost completed the script but some bugs occurred while trying to implement.	Continue working on bugs and make the script work as intended.
11/3/24	3 hours	Code	The script works now as intended and I will try to add this feature in all the previous stages.	Work on polishing and creating level 3.
11/4/24	0 hours	Break		

11/5/24	3 hours	Design, planning	Working on level 3 and trying to plan on how to implement the boss.	Plan more on how to implement a boss.
11/6/24	0 hours	Break/Sick		
11/7/24	2 hours	Design	Working on completing level 3 fully	Plan more on how to make a boss.
11/8/24	0 hours	Break/Sick		
11/9/24	0 hours	Break/Sick		
11/10/24	1 hour	Other	Update my repository and submit progress report.	Work on my game more when I get better.

Reflection: I am making decent progress in my game, and I am glad that some of my ideas are working for my game. Such as the pressure plate system to trigger doors opening and closing, also enemies stopping your progress which forces the player to beat every enemy before proceeding through the level. Got an illness during the end part of this time table but I will try to work on my game more once I feel better.