

## **Worklog Urho Hakonen**

Week 44:

UML-diagram for project plan. Created the player character with texture and ability to move with WASD-keys. 5 hrs.

Week 45:

Basic player features: health, speed and added automated code formatting feature. 2 hrs.

Week 46:

Looking into memory leaks. 4 hrs

Week 47:

Created a HUD with hp bar and inventory. 5 hrs.

Week 48:

Player and item interaction and updating HUD: player picks up items and items are added to inventory. Inventory updates the count of items. Items can be used with Num1 and Num2. Potions boost health/speed. Hp bar is updated when health is lost/gained. 8 hrs.

Week 49:

Documentation related work and final UML diagram. 5 hrs.