Task: Unity Tutorials

**Summary**: Looked over a few tutorials on the basics on Unity.

**Details**: I watched about 5 videos with someone going into details about what he was doing while making his own game so better understand Unity again. Then I went through the given Unity tutorials which laid out some of the basics about working through the program.

**Status**: Completed. I expected our team meetings to last about 180 minutes, but it only took around 165. (92% time accuracy).

Task: Set up

**Summary**: Started building the scene.

**Details**: Started using prefabs and prebuild gameobjects to start building the scene of my game.

**Status**: Completed. I expected our team meetings to last about 60 minutes, it actually took 150 minutes (250% off)

Task: Death Zones

**Summary**: Built the beginning of a death zone.

**Details**: Built the beginning of a death zone so if a character falls through a crack they don’t constantly forever.

**Status**: Completed. I expected our team meetings to last about 60 minutes, it actually took 90 minutes (150% off)