Task: Restart Project

**Summary**: Restarted the project as all the Unity components decided to reset themselves to a version 3 weeks older.

**Details**: I had to connect my components and bring back some standard assests in Unity. I had to bring in my “new” character and connect scripts with all my prefabs again. Look at other tasks to see what all I did this past two weeks.

**Status**: Completed. I expected this to take 500 minutes (8.3 hours), but it only took around 390 (6.5 hours). (128% time accuracy).

Task: Parallax Scolling

**Summary**: Made the game have “Depth”

**Details**: I added a script so that the foreground and background move slightly so that they move in various speeds as the character is running making it look like the game has some depth to it.

**Status**: Completed.

Task: Tiling

**Summary**: Draws gameobjects so there is always a background and foreground.

**Details**: Making sure we always have a background/foreground by making new game objects as the character moves closer to them. That way if a character is close to the end of one gameobject, it goes ahead and draws another.

**Status**: Completed.

Task: Character Development

**Summary**: Made new character.

**Details**: Made a new character that move and has an arm that follows the curser. This will be better for guns and weapons later on.

**Status**: Completed.