Task: AI

**Summary**: Started making the AI for the shoot em up part of the game.

**Details**: Used an only A\* path finding solution to help regulate the enemies next position to travel to. The path finder uses set points to help determine what the best path is to take to find the character.

**Status**: Completed. I predicted the task would last about 180 minutes, but ended up taking 120. 50% accuracy loss.

Task: Unity

**Summary**: Watched a video on the new Unity tool

**Details**: Not much to go on here. Literally watched a video on the new designs on the Unity front.

**Status**: Completed. I predicted this would take 30 minutes, and it was exactly 30 minutes.

Task: Respond Effect

**Summary**: Added a sound effect when the character responds.

**Details**: Created a particle effect in unity that gets initiated once the character responds.

**Status**: Completed. I predicted the task would last about 60 minutes, but ended up taking 90. 66.67% accuracy loss.

Task: Enemy

**Summary**: Fixed an issue where the enemy doesn't follow the play once he responds. Also worked on making the enemy take damage.

**Details**: Had an issue with the enemy not responding to the player clone once the initial player died. (bug fix). The pistol now deals damage to the player once he is hit.

**Status**: Completed. I expected the task to last about 120 minutes, it actually took 180 minutes (66.67% off)

Task: Shooting

**Summary**: Worked on shooting effects

**Details**: Created a particle system in unity that is initiated once the bullet hits an object.

**Status**: Completed. I expect the task to last about 60 minutes, it actually took 90 minutes (66.67% accuracy)

Task: Enemy Health Bar

**Summary**: Made a visible health bar that decreases when the enemy is hit

**Details**: Used a gameobject “Image” that allows the display bar for a green health bar to decrease every time the enemy is hit. Also, when the health bar reaches 0, the enemy is destroyed and the health bar goes away.

**Status**: Completed. I expect the task to last about 180 minutes, it actually took 120 minutes (150% accuracy)

Task: Enemy Path Finding

**Summary**: A\* script got messed up. I had to find out what was going on

**Details**: The A\* script was removed from the scene view for some reason. I deleted the previous A\* game object in the scene and placed in a new A\* pathfinder.

**Status**: Completed. I expect the task to last about 30 minutes, it actually took 30 minutes (100% accuracy)

Task: Enemy Damage

**Summary**: When the enemy hits the player, it deals damage to that player

**Details**: If the enemy collides with the player, the enemy explodes (destroys itself) and deals damage to the player.

**Status**: Completed. I expect the task to last about 60 minutes, it actually took 90 minutes (66.67% accuracy)