Time Log

Name: Javan Daniel Kakala   Year: 2018

Activity	Start	Finish	Time Spent	Description the code purpose
Coding Player movement 2D	Start at 1:00pm on 16th of November	Finish at 4:00pm on 16th of November	4hours	This code is made to be used in 2D environment the main character will be able to move around the 2D environment with control.
Coding Follow Player Enemy AI 2D/ Coding Patrol Enemy AI 2D	Start at 3:00pm on 20th of November	Finish at 5:00pm at 27 of November	4days	This code is made for an Enemy type to be able follow the player in. The Enemy type to be able expedition to keep watch over an area by looking around the area.
Code Player Death 2D	Start at 1:00pm on 30th of November	Finish at 2:00pm on 30th of November	1hours	This code is made to be used the main character to make an act when Enemy touch the main character that main character would die from the touch.
Coding Player Changing Gravity 2D	Start at 4:00pm on 6th of December	Finish at 7:30pm on 6th of December	3.5 hours	This code is made for main character to use as ability that Changing Gravity in the 2D envenomation.