|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Date** | **Time Started** | **Time Finished** | **Total Time** | **Task** |
| 24/10/2018 | 15.31 | 15.33 | 2 minutes | Set up GameObjects |
| 24/10/2018 | 15.34 | 15.39 | 5 minutes | Set up script variables /key input variables |
| 24/10/2018 | 15.39 | 15.46 | 7 minutes | Set up movement |

**Task 1 – Basic 3D Movement**

**Task 2 – First Person Camera**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Date** | **Time Started** | **Time Finished** | **Total Time** | **Task** |
| 06/11/2018 | 13.45 | 13.47 | 2 minutes | Set up Camera |
| 06/11/2018 | 13.47 | 13.50 | 3 minutes | Set up script variables/mouse input variables |
| 06/11/2018 | 13.51 | 14.00 | 9 minutes | Adding rotation/Variable ordering |
| 06/11/2018 | 14.01 |  |  | Clamping rotation |

**Task 3 – 3D Jumping**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Date** | **Time Started** | **Time Finished** | **Total Time** | **Task** |
| 06/11/2018 | 14.57 | 14.58 | 1 minute | Set up script |
| 06/11/2018 | 14.58 | 15.01 | 3 minutes | If statements/Adding Force |
| 06/11/2018 | 15.02 | 15.03 | 1 minutes | Set up for Ground Checking |
| 06/11/2018 | 15.03 | 15.08 | 2 minutes | Raycasting for Ground Check |

**Task 4 – Firing Projectiles**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Date** | **Time Started** | **Time Finished** | **Total Time** | **Task** |
| 06/11/2018 | 16.31 | 16.33 | 2 minutes | Set up gun visual |
| 06/11/2018 | 16.34 | 16.37 | 3 minutes | Set up script variables/prefabs |
| 06/11/2018 | 16.38 | 16.40 | 2 minutes | Instantiating bullet |
| 06/11/2018 | 16.41 | 16.42 | 1 minute | Editing an instantiated GameObject |
| 06/11/2018 | 16.42 | 16.44 | 2 minutes | Bullet movement |
| 06/11/2018 | 16.45 | 16.48 | 3 minutes | Bullet script/Tagging |