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| 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. |

Year: 2018

Name: Javan Daniel Kakala

Time Log