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| **Date** | **Start** | **End** | **Interruption times** | **Task** |
| 26/11/18 | 7:26 PM | 9:48 PM | - | Set up my scene and script – resolved issue with player controller script |
| 27/11/18 | 4:14 PM | 5:50 PM | - | Researched coroutines and IEnumerators. Finshed the component 1 script. |
| 29/11/18 | 5:00 PM | 6:45 PM | - | Started drafting component tutorial 1 |
| 30/11/18 | 2:38 PM | 6:00 PM | - | Separated the enemy to hold colliders and meshes separately.  Fixed issue spacebar input issue with script |
| 7/12/18 | 3:32 PM | 5:36 PM | - | Finalised script and started drafting component tutorial 2 |
| 3/12/18 | 5:57 PM | 10:15 PM | - | Started scripting enemy movement.  Had issues referencing the current enemy game object position – fixed using trsnform.paren.position. |
| 4/12/18 | 2:35 PM | 4:03 PM | - | Started drafting component tutorial 3 |
| 5/12/18 | 4:46 PM | 11:19 PM | - | Adjusted the shift variable in a separate script to create a square ant-clockwise enemy movement.  Started scripting component tutorial 4. |