Programming task log

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| **Date** | **Start** | **End** | **Time (H.M)** | **Task(s)** |
| 26/10/2018 | 16:10 | 16:40 | 0.30 | Spawning cubes on button press |
| 02/11/2018 | 23:00 | 23:50 | 0.50 | Changing colour of dropped cubes |
| 14/11/2018 | 12:00 | 13:00 | 1 | Moving a collider in front of another collider |
| 15/11/2018 | 12:00 | 12:46 | 0.46 | Destroying a cube and displaying a score |
| 20/11/2018 | 14:00 | 16:00 | 2 | Fixing combo script affecting particle effects & fixing hold down notes ignoring collisions |
| 27/11/2018 | 14:00 | 16:00 | 2 | Fixing health bar (slider) not going down when cubes reached the collider |
| 04/12/2018 | 14:00 | 18:30 | 4.30 | Fixing the pause menu of my game & lots of bug fixes |
| 09/12/2018 | 11:00 | 12:00 | 1 | Building a component with four different scripts which; spawns cubes, changes their colour, moves colliders & destroyed the cubes to display a score |