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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. |
| 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. |

Year: 2018

Name: Javan Daniel Kakala

Time Log