**Task/Tutorial Log 1**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date | Start | End | Time | Task |
| 16/10/2018 | 2:00PM | 2:05PM | 5 minutes | Create the scene |
| 16/10/2018 | 2:05PM | 2:30PM | 25 minutes | Create Raycast script |
| 16/10/2018 | 2:30PM | 2:40PM | 10 minutes | Create jumping script |
| 16/10/2018 | 2:40PM | 2:50PM | 10 minutes | Create double-jump variable |

**Total time:** 50 Minutes

**Task/Tutorial Log 2**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Date | Start | End | Time | Interruptions | Task |
| 17/10/2018 | 4:44 | 4:52 | 8 minutes |  | Placing the assets and constructing the environment. |
| 17/10/2018 | 5:22 | 5:43 | 21 minutes | Brief pause because of errands needing to be attended to | Controlling how the player will move using W, A, S and D. |
| 17/10/2018 | 5:43 | 5:47 | 4 minutes |  | Controlling the X-axis rotation using the mouse. |
| 17/10/2018 | 5:47 | 5:56 | 9 minutes |  | Controlling the Y-axis rotation using the mouse |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date | Start | End | Time | Task |
| 16/10/2018 | 2:00PM | 2:05PM | 5 minutes | Create the scene |
| 16/10/2018 | 2:05PM | 2:30PM | 25 minutes | Create Raycast script |
| 16/10/2018 | 2:30PM | 2:40PM | 10 minutes | Create jumping script |
| 16/10/2018 | 2:40PM | 2:50PM | 10 minutes | Create double-jump variable |

**Total time:** 42 Minutes

**Task/Tutorial Log 3**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date | Start | End | Time | Task |
| 25/10/2018 | **9:23** | **9:40** | **17 minutes** | Creating the scene |
| 25/10/2018 | **9:40** | **10:13** | **33 minutes** | Scripting the grappling hook, binding the action to the right mouse button |
| 25/10/2018 | **10:03** | **10:54** | **51 minutes** | Implementing a line render onto the grappling hook |

**Total time:** 1 hour, 41 minutes

**Task/Tutorial Log 4**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date | Start | End | Time | Task |
| 03/11/2018 | **6:55** | **7:07** | **12 minutes** | Creating the scene |
| 03/11/2018 | **7:07** | **7:08** | **1 minute** | Setting up the colliders |
| 03/11/2018 | **7:08** | **7:20** | **12 minutes** | Creating the respawn script |
| 03/11/2018 | **7:20** | **7:25** | **5 minutes** | Creating the “death” script |

**Total time:** 30 minutes