***Time Log***

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| **Activity** | **Package** | **Date Started** | **Date Ended** | **Completed time** | **Purpose of the code** |
| **Player Movement** | 1 | 10/03/2019 | 10/03/2019 | 30 minutes | Character movement, allowing players to navigate through the levels. |
| **Camera Locked onto the player** | 1 | 10/03/2019 | 10/03/2019 | 7 minutes | Lock the camera to the player so the players know where they are going. |
| **Scoring** | 2 | 16/03/2019 | 16/03/2019 | 10 minutes | Additional mechanic to see how many points the player are able to collect. |
| **Collecting Coins** | 2 | 16/03/2019 | 16/03/2019 | 30 minutes | One of the main mechanics which is to see how many points players are able to collect throughout the level. These are also points of interest so players won’t get bored going through the level. |
| **Obstacles movement** | 3 | 12/03/2019 | 12/03/2019 | 30 minutes | Obstacles are used in game so the players get a sense of accomplishment when completed the level. Obstacles is also used to throw players off, requiring them to start again. |
| **Restart Scene** | 4 | 01/04/2019 | 01/04/2019 | 5 minutes | Restarting the game when the player fell off the map or bugged within the level. |