Package 1<https://www.youtube.com/watch?v=HIyxpl-Yahs&t=110s>

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| --- | --- | --- | --- | --- |
| Date | Start | End | Time | Task |
| 28/04/2019 | 3:00 PM | 3:05 PM | 5 Minutes | Create The Scene |
| 28/04/2019 | 3:10 PM | 3:15 PM | 5 Minutes | Implement FPS Controller |
|  |  |  |  |  |
|  |  |  |  |  |

Package 2

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date | Start | End | Time | Task |
| 28/04/2019 | 4:00 PM | 4:05 PM | 5 minutes | Create Scene |
| 28/04/2019 | 4:10 PM | 4:20 PM | 10 Minutes | Scripting Respawn script |
| 28/04/2019 | 4:20 PM | 4:40 PM | 20 Minutes | Create Object For Death Zone and add respawn script to it |
| 28/04/2019 | 4:40 PM | 4:45 PM | 5 Minutes | Create Respawn Point |
| 28/04/2019 | 4:45 PM | 4:50 | 5 Minutes | Add Player Controller and Respawn point to death zone |

Package 3

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| --- | --- | --- | --- | --- |
| Date | Start | End | Time | Task |
| 28/04/2019 | 5:00 PM | 5:05 PM | 5 Minutes | Create The Scene |
| 28/04/2019 | 5:10 PM | 5:30 PM | 20 Minutes | Scripting Object to scan script |
| 28/04/2019 | 5:40 PM | 5:45 PM | 5 Minutes | Add Mesh colliders to scannable objects |
| 28/04/2019 | 5:50 PM | 6:00 PM | 10 Minutes | Adding colour to a scannable asset |
| 28/04/2019 | 6:10 PM | 6:40 PM | 30 Minutes | Scripting the scan script. Using q to scan |
| 28/04/2019 | 6:45 PM | 6:55 PM | 10 Minutes | Create and add scan tag |
|  |  |  |  |  |

Package 4 https://github.com/shadowmint/unity-n-camera.git

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| --- | --- | --- | --- | --- |
| Date | Start | End | Time | Task |
| 28/04/2019 | 7:10 PM | 7:15 PM | 5 Minutes | Create Scene |
| 28/04/2019 | 7:20 PM | 7:30 PM | 10 Minutes | Use package from github |