|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Date** | **Time Started** | **Time Finished** | **Total Time** | **Task** |
| 08/01/2019 | 12:00 | 12:03 | 3 minutes | Put Objects in Scene |
| 08/01/2019 | 12:03 | 12:05 | 2 minutes | Input script variables |
| 08/01/2019 | 12:05 | 12:17 | 12 minutes | Input movement code |

**Task 1 – Basic 2D Movement**

**Task 2 – Collectable**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Date** | **Time Started** | **Time Finished** | **Total Time** | **Task** |
| 01/02/2019 | 13:00 | 13:05 | 5 minutes | Create scene objects and script |
| 01/02/2019 | 13:05 | 13:20 | 15 minutes | Write script variables for collectable |
| 01/02/2019 | 13:20 | 13:21 | 1 minute | Adding variable to script from task 1 |
| 01/02/2019 | 13:21 | 13:42 | 21 minutes | Add cross reference to collectable scripts to add score to player controller script |

**Task 3 – Score**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Date** | **Time Started** | **Time Finished** | **Total Time** | **Task** |
| 11/02/2019 | 12:00 | 12:04 | 4 minutes | Create scene objects and script |
| 11/02/2019 | 12:04 | 12:12 | 8 minutes | Create necessary UI elements |
| 11/02/2019 | 12:12 | 12:20 | 8 minutes | Input variables and base score UI code |
| 11/02/2019 | 12:20 | 12:40 | 20 minutes | Add cross reference to script to player controller script to get “score” number |

**Task 4 – Hazard**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Date** | **Time Started** | **Time Finished** | **Total Time** | **Task** |
| 05/03/2019 | 13:05 | 13:07 | 2 minutes | Set up scene and create script |
| 05/03/2019 | 13:07 | 13:17 | 10 minutes | Add destroy object on collision code |
| 05/03/2019 | 13:17 | 13:30 | 13 minutes | Bugfix (wouldn’t check hazard object tags) |
| 05/03/2019 | 13:30 | 13:32 | 2 minutes | Rewrite code to check for “player” tag to trigger |