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| **Date** | **Start** | **End** | **Interruption times** | **Task/Journal Entries** |
| 20/3/19 | 8:25 PM | 9:00 PM | 15M | PK1 – Started setting up the scene and collision detection.  Having issues with player collider catching corners/clipping |
| 21/3/19 | 3:30 PM | 5:00 PM | 20M | PK1 – Sticking issue resolved with adjustment to colliders and wall/ground detection.  Fine tuning velocity and adding the beginnings of jumping. |
| 25/3/19 | 5:00 PM | 6:45 PM | 20M | PK1 – Character movement finalised.  Successfully added in a jump and researching methods to create a variable jump height. |
| 26/3/19 | 3:33 PM | 6:46 PM | 40M | PK1 – Variable jump added and double jump added successfully – the player can now jump higher by holding the spacebar. |
| 10/4/19 | 5:15 PM | 6:00 PM | 10M | PK2 – Added (rough) wall sliding. |
| 11/4/19 | 6:37 PM | 10:17 PM | 2HR | PK2 – Finalized wall sliding and added wall jumping – the player now has an additional jump on contact with a wall |
| 20/4/19 | 3:17 PM | 5:39 PM | 30M | PK3 – Added score and pickup system |
| 22/4/19 | 5:44 PM | 11:29 PM | 2HR | PK4 – Added death and level respawn system |

Intention

Create 4 packages that interact with each other to create a platforming game. The packages will consist of character movement and jumping, a wall slide/wall jump mechanic, a scoring and pickup system and a death and respawn system. My main intention is to create a character controller that feels smooth and satisfying.

Outcome

Overall, I’m pleased with the outcome of this demo project – I was able to create a character controller with satisfying movement as well as a functioning death/respawn and pickup/scoring system.