Time Log Pack

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Year: 2019

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| **Activity** | **Pack Number:** | **Start:** | **Finish:** | **Time Spent:** | **Description the code purpose:** |
| **Coding:** Player Control | Pack 1 | Start at 1:00pm on 16th of March | Finish at 2:30pm on 16th of March | 1 hours 30 min | This code is made to be used in 3D environment; the main character will be able to move around the 3D environment with control. |
| **Coding:** Camera Control | Pack 1 | Start at 2:40pm on 16th of March | Finish at 3.20pm at 16th of March | 40 min | This code is made for allowing the player to move around their character and follow him but can rotate around him. |
| **Coding:** Collectable | Park 2 | Start at 3:30pm on 22th of March | Finish at 4:30 on 22th of March | 50min | This code is made to be used by the player to collect coins. |
| **Coding:** Scoring System | Park 2 | Start at 4:35pm on 22th of March | Finish at 5:40 on 22th of March | 1 hours 5 min | This code is made to keep track on how many coins the player has so far collected or scoring in game |
| **Coding:** Enemy Following | Pack 3 | Start at 1pm on 25th of March | Finish at 2pm on 25th of March | 1 hours | This code is made for an Enemy type to be able to follow the player in. |
| **Coding:** Player Death | Pack 3 | Start at 2:40pm on 25th of March | Finish at 3.20pm at 25th of March | 40min | This code is made to be used by the main character to make an act when Enemy touch the main character. The main character would die when touched by the enemy |
| **Coding:** Rest Game | Pack 3 | Start at 3:30pm on 25th of March | Start at 5:40pm on 25th of March | 2 hours 10min | This code is made to the end the game or to reset the scene and start again |
| **Coding:** Pause Game | Pack 4 | Start at 12pm on 31th of April | Finish at 1pm on 31th of April | 1hours | This code is made to pause the game, can be used as many times when paying. |
| **Coding:** Main Menu | Pack 4 | Start at 3pm on 31h of April | Finish at 5pm on 2th of April | 2 hours | This code is made to help the player build up the scenes, it contains the objects of a game. In each Scene, you will place your environments, obstacles, and decorations, essentially designing and building your game in pieces |
| **Coding:** Scene Management | Pack 4 | Start at 5:15pm on 31th of April | Finish at 9pm on 2th of April | 3hours 45min | This code is made as a starting point; for a game. Each application also has a main menu that appears as a row of options in a title bar. |