

	Task	Date	Time Started	Time Finished	Total Time
	Character Basic Movement	6/12	12:30	14:30	2 hours
	Character sprinting and walking speeds	6/12	14:30	15:00	30 mins
	Camera movement	7/12	15:30	17:30	2 hours
	Camera Lock	7/12	17:30	17:40	10 mins
	Collectable Collisions	8/12	11:00	13:00	2 hours
	Score additions	8/12	14:00	15:00	1 hour
	Placing objects	9/12	15:00	19:00	4 hours