

## PROGRAMMING LOG

# PLAYER AND ENEMY MOVEMENT

DATE	LOG	JOURNAL	HOW LONG TO COMPLETE
WEEK 2: 1/10/19	GitHub Account	I created a GitHub Account - I created a Programming Journal ...	1 hour
WEEK 3: 8/10/19	2D Player and Enemy movement	I am focusing on 2D - I have experience using Unity 2D...	1 hour
WEEK 4: 15/10/19	Player Movement	I found this relatively straight forward ... I was able to use code previous project	3 hours
WEEK 5: 22/10/19	Enemy Patrol part 1	I found this slightly more challenging as I had never done this before... so I decided to look at some unity forums ...	3 hours
WEEK 5: 23/10/19	Enemy Patrol part 2	The Enemy Shader Kept deactivating itself - I reimported it and it was solved...	4 hours
WEEK 6: 29/10/19	Enemy Targeting	I found it very simple as I had done something similar in a previous script...	1 hours
WEEK 6: 31/10/19	Dash Move part 1	I wanted to improve upon the Player's Movement ... Add a Dash	2 hours
WEEK 6: 1/11/19	Dash Move part 2	I couldn't activate the Dash Script and Player Movement script simultaneously ...	1 hour
WEEK 7: 4/11/19	Death Respawn ...	The player falls off the edge and respawns but not in scene	2 hours
WEEK 7: 5/11/19	Gun Moves with Cursor	Player gun follows cursor	1 hour
WEEK 8: 6/11/19	Bullet are Instantiated	When Player Clicks the bullets are instantiate in the gun	1 hour
WEEK 8: 6/11/19	Bullets Fire	Bullets fire from gun	1 hour
WEEK 10: 20/11/19	Asset's are compiled	Asset's are compiled in Unity Project	2 hours

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