**Programming Journal**

Project: LightGame

15/10/19

* Setting up tutorial scene 1. I need to make the place holder assets for this tutorial to work. I also need to make sure the tutorial assets are easy to recreate.
* Remember the first tutorial is a camera controller tutorial.

Project: LightGame

22/10/19

* Setup Camera controls and make sure the boundaries are static in place.
* Ensure it works.
* Finish first tutorial part.

Project: LightGame

19/11/19

* Starting on light emitter object and its code
* Created Light emission object
* Created Light emitter

Project: LightGame

21/11/19

* Finished Emitter and corrected is projectile angling allowing it to fire on mouse click of the object.

Project: LightGame

26/11/19

* Created and finished receiver code to receive signals of particle prefab

Project: LightGame

27/11/19

* Created and finish Sender code to receive communications from receiver and fire particle.

Project: LightGame

30/11/19

* Created and finished Rotary cylinder code for rotating gameobjects in the level.