

Task Log

Date: 27th March

Task: Point and click character controller

Estimated time – 2-8 hours for tweaking and bug fixing 1 hour a day between other projects

Took 5-6 hours including fixes

(tweaking and bug fixing 1 hour a day between other projects)

Date: 1st April

Task: Collectibles

Estimated time – 1 hour - finished and working in that time

Date: 3rd April

Task: Win state

Estimated time – 30 minutes to 2 hours - finished and working in that time

Date: 5th April

Task: Ai patrol / radius /Infection bar

Estimated time – 3-4 days

Took 6-7 days working 2 hours a day to get everything working as I wanted

Date: 13th April

Task: Face mask

Estimated time – 30 minutes to 2 hours

Around 2 hours had trouble getting the infection bar to pause

Date: 13th April

Task: Lose state

Estimated time – 30 minutes to 2 hours - finished and working in that time

Date: 15th April

Task: Enemy sneeze

Estimated time – 2 hours - finished and working in that time

