**Development Journal**

**Date: 14/02/2020**

Today’s task is to create the input manager script. To complete this task, I had to research how to get an input from any possible input the user uses. I discovered “Input.anyKeyDown”, this allows me to get any input from the user.

**Date: 21/02/2020**

My next task was to create the UI Controller so I could easily send information to the UI elements in the game. To do this I created a few setter methods in a script and referenced all the UI elements.

**Date: 28/02/2020**

Making the Game Controller was the most time-consuming aspect to this game as it had to be connected to all the other components and be efficient in design. Since the logic to the game as straight forward it was simple to code. I ended up with a few methods that enabled the game to work as intended.

**Date: 06/03/2020**

To create the saving system for the game I had to research how to use the built-in player preferences in Unity. This system allows users to save and load simple data with ease. I used this to save the player’s high score so that it persists through game starts.