**Log Journal**

Small and Simple Tasks

**Task 1 - First Person Controller**

**17/02/20 -** It was fairly simple to make however, there was one part that did confuse me slightly which was the Mathf.Sqrt function. It's a good start.

**Task 2 - Shooter Gun**

**27/02/20 -** I never knew how much easier things were when using a raycast was. This saved so much time and wasted effort. This is something that I will continue to use.

**Task 3 - Health Bar**

**10/03/20** - Using a slider for both the animation and code makes things a lot simpler. With this, it makes HealthBar 10x easier to code and use. Is this a new feature to unity?

**Task 4 - Slow Mo**

**24/03/20** - I was expecting it to be more than just use of the TimeScale but it was a lot easier than I had originally thought. Something nice and easy to remember.

**Task 5 - Game**

**07/04/20 -** I had no real problems with making everything work together at first, however there were a few float to int errors with my healthBar script. It was a simple and easy fix.