

Programming Log

| Date | Start | End | Break | Mins/Hours | Description |
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| 06/11/2020 | 13:00pm | 13:40pm | 10 mins | 30 mins | Coding the buttons for my Main Menu. |
| 06/11/2020 | 15:00pm | 16:30pm | 30 mins | 1 Hour | Coding player movement for my character. |
| 07/11/2020 | 17:00pm | 17:30 | 10 mins | 20 mins | Creating an Enemy Trigger Script and adding enemies to the game so they spawn in level 1. |
| 07/11/2020 | 19:00pm | 19:30pm | 15 mins | 15 mins | Coding a script so when my character loses all 3 lives to switches to a level failed scene. This will be for level 1. |
| 07/11/2020 | 20:00pm | 20:40pm | 10 mins | 30 mins | Coding the buttons for my level failed scene for level 1. So, the player can retry the level. |
| 07/11/2020 | 20:00pm | 20:30pm | 15 mins | 15mins | Coding a script so when my character gets to the cave, it will switch to level complete scene, which my player can go to the next level. I can repeatedly use this script for each level. |
| 07/11/2020 | 21:00pm | 21:30pm | 15 mins | 15mins | Coding the buttons for my level complete for my level 1 scene. The player can go onto the next level. |
| 09/11/2020 | 14:00pm | 14:30pm | 10mins | 20 mins | Creating an Enemy Trigger Script and adding enemies to the game so they spawn in level 2. |
| 09/11/2020 | 15:00pm | 15:30pm | 15mins | 15mins | Coding a script so |

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| | | | | | when my character loses all 3 lives to switches to a level failed scene. This will be for level 2. |
| 09/11/2020 | 17:00pm | 17:30pm | 15mins | 15mins | Coding the buttons for my level failed scene for level 2. So, the player can retry the level. |
| 09/11/2020 | 18:00pm | 18:30pm | 15mins | 15mins | Coding the buttons for my level complete for my level 2 scene. The player can go onto the next level. |
| 10/11/2020 | 12:00pm | 12:30pm | 15 mins | 15mins | Creating an Enemy Trigger Script and adding enemies to the game so they spawn in level 3. |
| 10/11/2020 | 13:30pm | 14:00pm | 15mins | 15mins | Coding a script so when my character loses all 3 lives to switches to a level failed scene. This will be for level 3. |
| 10/11/2020 | 15:00pm | 15:30pm | 15mins | 15mins | Coding the buttons for my level complete for my level 3 scene. The player can go onto the next level. |
| 12/11/2020 | 14:00pm | 15:00pm | 40mins | 20mins | Creating an Enemy Trigger Script and adding enemies to the game so they spawn in level 4. |
| 12/11/2020 | 16:00pm | 16:30pm | 10mins | 20mins | Coding a script so when my character loses all 3 lives to switches to a level failed scene. This will be for level 4. |
| 12/11/2020 | 18:00pm | 18:50pm | 30mins | 20mins | Coding the buttons for my level failed scene for level 4. So, the player can retry the level. |

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| 12/11/2020 | 19:00pm | 19:50pm | 30mins | 20mins | Coding the buttons for my level complete for my level 4 scene. The player can go onto the next level. |
| 15/11/2020 | 11:00am | 11:30am | 10mins | 20mins | Creating an Enemy Trigger Script and adding enemies to the game so they spawn in level 5. |
| 15/11/2020 | 13:00pm | 13:40pm | 20mins | 20mins | Coding a script so when my character loses all 3 lives to switches to a level failed scene. This will be for level 5. |
| 15/11/2020 | 14:00pm | 14:50pm | 30mins | 20mins | Coding the buttons for my level failed scene for level 5. So, the player can retry the level. |
| 15/11/2020 | 16:00 | 16:40pm | 20mins | 20mins | Coding the buttons for my level complete for my level 5 scene. The player can go onto the next level. |
| 16/11/2020 | 9:00am | 9:50am | 30mins | 20mins | Creating an Enemy Trigger Script and adding enemies to the game so they spawn in level 6 (the final stage). |
| 16/11/2020 | 10:00am | 10:50am | 30mins | 20mins | Coding a script so when my character loses all 3 lives to switches to a level failed scene. This will be for level 6 (the final stage). |
| 16/11/2020 | 15:00pm | 15:30pm | 10mins | 20mins | Coding the buttons for my level failed scene for level 6 (the final stage). So, the player can retry the level. |
| 16/11/2020 | 17:00pm | 17:40pm | 20mins | 20mins | Coding the buttons for my level complete |

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| | | | | | for my level 6 (the final stage) scene. This would be the final level so completing it would give you an option to return to the main menu. |
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