

## CW1 Programming Task Log:

### 1) AI Movement, without falling off the level

Date	Start	End	Break	Mins	Description
13/10/20	10:00	10:20		20	Setup
13/10/20	10:24	10:27		3	Making all scene objects
13/10/20	10:27	10:31		4	Adding forward movement
13/10/20	10:32	10:40		8	Adding rotation to left
13/10/20	10:40	10:45		5	Forward movement moves in direction object faces
13/10/20	10:45	10:48		3	Neaten code by moving all from Update into own functions
13/10/20	10:48	10:53		5	Create a DeathLayer in case object falls off, to restart level
13/10/20	10:53	10:56		3	Find and store the floor below player
13/10/20	10:56	11:10		14	Object logic to find if the block is about to fall off the level, and stop movement if it is
13/10/20	11:10	12:16	0.2	46	Object considers rotation to check if it will fall, bug fixing of previous step
13/10/20	12:17	12:18		1	Rotating Object if it is stuck on a wall
13/10/20	12:23	12:37		14	Object randomly chooses if it wants to rotate to the left or right when stuck
13/10/20	12:37	13:07		30	General bug fixing
13/10/20	13:07	13:27		20	Tweaking level for neatness

Total Time Taken: 2:40

### 2) Customisable Movement System

Date	Start	End	Break	Mins	Description
20/10/20	10:10	10:30		20	Setup
20/10/20	10:30	10:35		5	Making all scene objects
20/10/20	10:35	10:40		5	Adding forward and back movement
20/10/20	10:40	10:45		5	Adding rotation
20/10/20	10:45	10:50		5	Bug fixes and tweaking
20/10/20	10:50	10:52		2	Create a DeathLayer in case object falls off, to restart level
20/10/20	10:52	11:10		18	Planning for advanced movement code
20/10/20	11:10	11:20		10	Adding customisable variables
20/10/20	11:20	11:40		20	Adding Start() auto assign values
20/10/20	11:40	11:55		15	Tweaking auto assigned values
20/10/20	11:55	12:09		14	Adding special movement when changing direction & tweaking movement function to include customisable turning values
20/10/20	12:09	12:20		11	Adding CheckTurn function to include customisable turning values
20/10/20	12:20	13:20	0.4	20	Adding a boost mechanic

20/10/20	13:20	14:00	0.2	20	Commenting Code
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Total Time Taken: 3hrs

### 3) Prefab Spawner at a Location

Date	Start	End	Break	Mins	Description
25/10/20	4:50	5:00		10	Setup
25/10/20	5:00	5:05		5	Making all scene objects
25/10/20	5:05	5:15		10	Making block prefab
25/10/20	5:15	5:20		5	Creating global variables
25/10/20	5:20	5:35		15	Creating instantiate prefab on mouse up
25/10/20	5:35	5:45		10	Adding a 1s timeout after each drop
25/10/20	5:45	5:50		5	Commenting code

Total Time Taken: 0:50hrs

### 4) Death Layer

Date	Start	End	Break	Mins	Description
03/11/20	10:10	10:20		10	Setup
03/11/20	10:20	10:25		5	Making all scene objects
03/11/20	10:25	10:35		10	Creating "Not accepted" state
03/11/20	10:35	10:50		15	Creating "Accepted" state
03/11/20	10:50	11:10		20	Creating customisation on what is accepted and coding loop to check this
03/11/20	11:10	11:25		15	Commenting code

Total Time Taken: 1:15hr