date	start	end	break	hours	Description
03/10/2020	18:00	19:45	0	1.45	Watched a tutorial online and read some online forums about AI, nev mesh and baking.
13/10/2020	13:00	14:00	0.15	0.45	watched a tutorial for my main game mechanic, to trigger a door when the player collects objects
15/10/2020	17:10	18:00	0	1.1	Created my first coding tutorial which was about creating a script to make the enemy follow the player on Github.
20/10/2020	14:00	15:00	0	1	Attempted to write my player movement script, so that it can move in all directions.
26/10/2020	20:00	21:00	0	1	Created my second tutorial on making a countdown timer in Unity, and explained how to make that using Github
07/11/2020	16:00	18:00	0.1	1.5	Made a simple script for my game, which was to make the traps move up and down from the ground, also watched a few tutorials about animations and how implement them into my character script.
16/11/2020	22:00	23:00	0	1	Attempted to implement animations in my player model when they move from idle to walk. Script didn't work at first and gave up.Watched a couple of videos online and online forums about animations.
17/11/2020	17:00	18:00	0	1	Second attempt on the character animation script, managed to get the script working and the player moves smoothly, using the Unity Manual helped as well to understand more about animation and how to trigger them.
18/11/2020	14:00	15:00	0	1	Created my third tutorial about top down player movement on Github.
10/11/2020	15:00	16:20	0	1.2	Edited my scripts that was in the Gamemanager, the UI wasn't counting down to 0. Fixed some errors and managed to get it working.
20/11/2020	17:00	18:00	0	1	Made a script for my board sign in my game, so when the player collides with the board it triggers an image which will tell you how to play the game.
21/11/2020	15:00	15:15	0	0.15	Watched a few video tutorials on how to trigger a death animation for my player, and messed around with the animator tree in Unity.
22/11/2020	17:00	18:00	0	1	Created my fourth tutorial for my coding project, It was about creating a health system in Unity.
29/11/2020	23:00	1:00	0	1	Created and implemented UI for my 3D game project
01/12/2020	14:00	15:00	0	1	Watched a few tutorials on how to made my grass move using a shader graph in Unity, but Unity couldn't handle it.