

Date	Start	End	Break	Hours	Description
13/10/2020	13:00	13:22		00:22	Researching into player movement
13/10/2020	13:23	13:34		00:11	Watching player movement tutorial
13/10/2020	13:35	14:05		00:30	Cube movement with arrow keys
13/10/2020	14:05	14:10		00:05	Creating movement speed
13/10/2020	14:15	16:10	00:10:00	01:45	Writing first tutorial (Player movement)
20/10/2020	12:30	12:50		00:20	Researching into jumping & ground detection
20/10/2020	12:50	13:00		00:10	Watching chosen jumping tutorial
20/10/2020	13:00	13:25		00:25	Creating the player jump with input detection
20/10/2020	13:25	13:40		00:15	Creating the player grounded code
20/10/2020	13:40	13:55		00:15	Debugging code/Testing for ground detection issue
20/10/2020	14:00	15:20	00:20:00	01:00	Writing second tutorial (Player jumping & grounded)
27/10/2020	12:28	12:55		00:27	Researching into player item pickup on collision
27/10/2020	12:55	13:00		00:05	Watching item pickup tutorial
27/10/2020	13:00	13:15		00:15	Creating the collider script
27/10/2020	13:15	13:40		00:25	Debugging code/Testing for isTrigger issue
27/10/2020	13:45	15:30	00:10:00	01:35	Writing third tutorial (Player collision Item Pickup)
03/11/2020	12:20	13:00		00:40	Researching into object pickup/drag with mouse tutorials
03/11/2020	13:00	13:05		00:05	Watching chosen object pickup with mouse tutorial
03/11/2020	13:05	13:35		00:30	Creating the object pickup script
03/11/2020	13:35	13:40		00:05	Debugging script for function error
03/11/2020	13:45	16:15	00:10:00	02:20	Writing fourth tutorial (Object drag/pickup)
10/11/2020	12:40	13:40	00:10:00	00:50	Researching into project scripts
10/11/2020	13:20	13:35		00:15	Watching a tutorial on creating a main menu
10/11/2020	13:40	15:10		01:30	Creating the main menu, the buttons, and other screens
10/11/2020	15:10	15:35		00:25	Making the menu buttons function using code/Interface
10/11/2020	15:35	15:45		00:10	Debugging code - scene management issue
10/11/2020	15:50	15:55		00:05	Testing menu button functions
17/11/2020	12:20	12:50		00:30	Creating the options screen features
17/11/2020	12:50	13:05		00:15	Writing the options features script
17/11/2020	13:15	13:30		00:15	Fixing code/audio mixer Interface issue
17/11/2020	13:35	13:40		00:05	Fixing graphics options in project settings
17/11/2020	13:40	13:45		00:05	Testing all options screen features
09/12/2020	14:20	14:55		00:35	Researching into changing keybinds on the menu screen
09/12/2020	14:55	15:10		00:15	Watching chosen keybind tutorial
10/12/2020	16:10	16:15		00:05	Creating the keybind features on the controls screen
10/12/2020	16:15	17:00		00:45	Writing the script for identifying and changing player keybinds
10/12/2020	17:00	17:10		00:10	Debuggingcode for controls menu - Player prefs issue
10/12/2020	17:10	17:20		00:10	Testing keybind feature
11/12/2020	14:30	14:45		00:15	Researching into paused game menu
11/12/2020	14:45	15:00		00:15	Watching a tutorial on how to create a pause menu
11/12/2020	15:00	15:20		00:20	Writing pause menu script
11/12/2020	15:20	15:25		00:05	Testing pause menu and button functions
11/12/2020	15:30	15:40		00:10	Testing my menu screen project in a build