

Date	Start	End	Breaks	Research Time	Hours	Description
13/10/2020	12:15:00 PM	1:00:00 PM	0:12:00	0:15:00	0:45:00	When the player walks over an object, they will destroy the object giving the illusion they have picked it up.
28/10/2020	2:00:00 PM	2:30:00 AM	0:00:00	0:20:00	0:30:00	Movement coding where the player can move forward, backward, left and right based on key inputs
5/11/2020	8:10:00 AM	8:25:00 AM	0:00:00	0:10:00	0:35:00	Making an enemy pathing between two points.
5/11/2020	9:15:00 PM	12:45:00 PM	0:19:00	0:45:00	2:30:00	Enemy A.I field of view and ability to chase the player (Unresolved)
09/11/2020	1:10:00 PM	4:33:00 PM	2:15:00	0:10:00	3:33:00	Struggling to set two seperate axis on the enemy field of few script (unresolved)
10/11/2020	12:10:00 PM	2:00 PM	0	0:10:00	1:50:00	Enemy patrolling interferes with the "Player Chase" Function script
10/11/2020	6:45:00 PM	7:46:00 PM	0	0:02:00	1	Enemy A.I field of view
11/11/2020	3:13:00 PM	5:10:00 PM	0	0:10:00	1:57:00	Enemy chase script, collectable array and exit spawning
24/11/2020	12:45:00 PM	1:45:00 PM	0:20:00	0:15:00	1	Main Menu start and quit buttons
2/12/2020	3:00:00 PM	4:30:00 PM	0	0	1:30:00	Adding other enemies with different way points affected all enemies
8/12/2020	5:00:00 PM	7:30:00 PM	0:20:00	0:30:00	2:30:00	Tutorial three Hazard programing issues with collision
8/12/2020	7:05:00 PM	7:10:00 PM	0	0	0:05:00	Multiple Enemies and points had errors popping up when second enemy hit a waypoint
12/1/2021	6:15:00 PM	7:30:00 PM	0	0:25:00	1:15:00	Pause menu interacting with all scenes and pausing the game
18/1/2021	3:30:00 PM	4:15:00 PM	0	0:15:00	0:45:00	Tried to bind the walking animations to W/A/S/D
21/1/2021	11:00:00 PM	12:30:00 AM	0:15:00	0	1:15:00	Bug with the pause menu and the cursor not appearing