Programming Log

Date	Start	End	Break	Mins/Hours	Description
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

	T	1			<u> </u>
					when my character
					loses all 3 lives to
					switches to a level
					failed scene. This will be for level 2.
00/44/2020	47.00	47.20	45	45	
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
00/44/2020	10.00	40.20	45	45	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
40/44/2000	42.00	42.22	45 '	45 :	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
10/11/2000	10.00	1100	45	4	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
40/44/2020	45.00	45.20	45 .	45 '	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
12/11/2020	14:000000	15.0000	40mins	20mins	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
12/11/2020	16:0000	16.2000	10mins	20mins	in level 4.
12/11/2020	16:00pm	16:30pm	TOMINS	ZUMINS	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
12/11/2020	10.000	10.50μπ	301111115	201111115	for my level failed
					scene for level 4. So,
					the player can retry
					the level.
					tile level.

10/11/0000	1.0.00	1.0 -0	1	1	
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
13/11/2020	13.00pm	13.40pm	20111113	20111113	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
10, 11, 1010	3.000	3.300	30111113	20111113	Trigger Script and
					adding enemies to the
					game so they spawn
					in level 6 (the final
					· ·
46/44/2020	10.00	10.50	20 :	20 :	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
10, 11, 2020	17.00ρπ	17.40ριιι	20111113	20111113	for my level complete
					Tot my level complete

			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.