

## CW2 Programming Task Log:

### Final Project

Date	Est. Time	Start	End	Break	Mins	Description
08/11/20	1:00	10:00	10:40		40	Player Turning
08/11/20	0:20	10:40	11:15		35	Bullet Movement
08/11/20	0:20	10:15	10:30		15	Bullet Spawning
08/11/20	0:20	10:30	11:30	40	20	Reload delay
08/11/20	0:10	11:30	11:45		15	Added world borders
10/11/20	0:30	12:00	12:30		30	Enemy prefab
10/11/20	0:20	12:30	12:50		20	Bullet collision with enemy
10/11/20	1:00	12:50	14:00		70	Health, armour, and damage system
13/11/20	0:30	12:00	12:40		40	Added particles and sound fx to collisions and object deaths
13/11/20	0:30	12:40	13:00		20	HDRP graphic and sound polish

Total Time Taken: 5hrs