

Date	Start	End	Break	Research Time	Hours	Description
13/10/20	12:00	14:00	0	0	2	Lesson - Programming a enemy spawner
16/10/20	11:00:00	13:00	0.5	2	3	Free time - Spent some time researching how to program shaders for the materialise effect for my 3D game
20/10/20	12:00:00	14:00	0	0.5	2	Lesson - Programming enemy movement script
27/10/20	12:00	14:00	0	0	2	Lesson - Started work on a player movement script
03/11/20	13:00	14:00	0	1	1	Free time - Researched programming shaders
4/11/20	02:00	04:30	0	1	2.5	Free time - Finished the materialise effect for 3D
10/11/20	12:00	14:00	0	1	2	Lesson - Reworked player movement script first half
12/11/20	14:00	14:30	0	0.5	0.5	Free time - Researched different methods to make objects move in Unity
13/11/20	12:00	15:00	1	1	3	Free time - Worked on shrinking enemies when they get pulled into a suction zone for my 3D game
17/11/20	12:00	14:00	0	0.5	2	Lesson - Finished player movement script
19/11/20	11:30	13:00	0.5	2	2.5	Free time - Researched how get the relative direction of a dynamic Vector3 from one script and use to direct force on to an enemy object in another script
24/11/20	12:00	14:00	0	0.5	2	Lesson - Set Up and worked on Pick up items script
28/11/20	13:00	16:00	0.5	1	3	Free time - Implemented a reference to a Vector3 direction to add force to an enemy in my 3D game
1/12/20	12:00	14:00	0	0	2	Lesson - Created a Score script then linked it to the pick up script to have them work together
10/12/20	14:30	15:00	0	0	0.5	Free time - Implemented scripts into project making sure to link them with the use of public static variables