Log

13/10/20

* Start Time: 12:23
* Finish Time: 15:30
* Interruptions/breaks: 00:40
* 15:30 – 12:23 – 00:40 = 2:13
* Tutorial 1 – Instatiate object on input

20/10/20

* Start Time: 12:00
* Finish Time: 16:48
* Breaks: 1:05
* 16:48 – 12:00 – 1:00 = 3:43
* Tutorial 2 – add velocity to object, destroy on contact with other objects, destroy after amount of time

02/11/20

* Start Time: 12:05
* Finish Time: 15: 08
* Breaks: 00:45
* 15:08 – 12:05 – 00:45= 02:18
* Tutorial 3 – get object reference on contact, reference void in a different script

07/11/20

* Start Time: 14:03
* Finish Time: 15: 16
* Breaks: -
* 15:16 – 14:03 = 1:13
* Tutorial 3 – destroy object when float is equal or lower to number, instantiate new prefab to replace destroyed object

10/11/20

* Start Time: 12:15
* Finish Time: 14:30
* Breaks: 00:35
* 14:30 – 12:15 – 00:35 = 1:40
* Tutorial 4- Change object colour, reverse colour to original after countdown, reference script it another script

24/11/20

* Start Time: 12:12
* Finish Time: 20: 49
* Breaks: 02:04
* 20:49 – 12:12 – 02:04 = 6: 33
* Project – Create unity scene, put scripts together, make all the references needed in inspector , change numbers in inspector when needed , create and add some art in the scene for better representation of the scripts, create movement script to make it like a mini game.

02/11/20

* Start Time : 16: 20
* Finish Time: 19:00
* Break time : 00:20
* 19:00 – 16:20 – 00:20 = 2:20
* Checking all the files, make sure they are all ready for submission, small changes and correcting mistakes