

Task	Date	Baseline	Start	End	Interruptions	Measured	Percentage	Adjusted
I did some researches for my first package which is the player movement package.	18/2/21	2	15:00	17:00	00:14	1.77	88.33%	1.77
I made an attempt to write the script for the player movement package.	20/2/21	2	13:00	15:00	00:05	1.92	95.83%	1.92
I managed to fix some errors for my player movement package.	23/2/21	1	9:00	11:00	0:08	1.87	186.67%	1.87
I made an ally AI that follow the player and also attempted to make the AI shoot the enemy.	28/2/21	1	17:00	18:00	0:13	0.78	78.33%	0.78
I watches some videos about AI and shooting, manage to finish the shooting script for the ally AI.	4/3/21	2	19:00	21:00	0:23	1.62	80.83%	1.62
I made an attempt to create the enemy AI, I wanted the enemy to chase the player, to patrol around an area and to kill the player.	6/3/21	1	22:00	23:00	0:14	0.77	76.67%	0.77
I did some reaseach on how to create a tornado in unity, I also tried to use physic in unity as well.	8/3/21	1	9:00	12:00	0:18	2.70	270.00%	2.70
I managed to make the tornado pulled the object with the tag "Player" in, and destroy that object.	11/3/21	1	7:00	9:00	0:12	1.80	180.00%	1.80
I did some researches on how to rotate object using C#, I also managed to make the tornado spun.	12/3/21	1	10:00	12:00	0:13	1.78	178.33%	1.78
I managed to use the unity website and tutorial videos to create a plane(low poly water package) using C#.	14/3/21	1	14:00	16:00	0:18	1.70	170.00%	1.70
Making the script to control the vertices on the plane	16/3/21	1	16:00	18:00	0:34	1.43	143.33%	1.43
Working on the moving platform/elevator script.	18/3/21	1	15:00	17:00	0:05	1.92	191.67%	1.92
Working on making the moving platform to move forward and backward when presses T and Y.	22/3/21	1	7:00	9:00	0:30	1.50	150.00%	1.50
Working on the zelda like ball puzzle, in this puzzle the player has to drop the ball in a container and the dooe will open.	25/3/21	1	10:00	12:00	0:10	1.83	183.33%	1.83
Fixing some bugs and errors in the zelda puzzle script.	29/3/21	1	13:00	15:00	0:20	1.67	166.67%	1.67
Wathcing tutorial videos on how to make a jump pad using C#, working on the jump pad script.	1/4/21	1	9:00	11:00	0:19	1.68	168.33%	1.68
Fixing bugs and correcting the jump pad script.	4/4/21	2	11:00	13:00	0:06	1.90	95.00%	1.90
Attempted to make a teleport portal, also managed to watch some videos about teleporting object in unity C#.	6/4/21	2	12:00	14:00	0:36	1.40	70.00%	1.40
working on the teleporting portal script.	9/4/21	2	14:00	16:00	0:15	1.75	87.50%	1.75
Working on the fleeing animal script, the animal will flee whenever the player get close to them.	11/4/21	2	8:00	10:00	0:13	1.78	89.17%	1.78