Date	Time Spent	Breaks	Description	Total Time Worked
28/09/2021	2 Hours	10 Minutes	Researching how to implement text in Unity	1 Hour 50 minutes
5/10/21	2 Hours	20 Minutes	Watched tutorials on how to get text to appear when pressing a button	3 Hours 30 Minutes
12/10/2021	2 Hours	10 Minutes	Researched how to get a typing effect	5 Hours 20 Minutes
19/10/2021	2 Hours	10 Minutes	Implemented typing effect and finished up choices tutorial	7 Hours 10 Minutes
28/10/2021	2 Hours	30 minutes	Looked at tutorials on how to get colours to change depending on who speaks, but scrapped the tutorial idea	8 Hours 40 Minutes
2/11/2021	2 Hours	10 Minutes	Recustomised the dialogue to be less hard coded and allow for changes in the Inspector	10 Hours 30 Minutes
4/11/2021	1 hour	0 Minutes	Looked into getting repetitive sounds to play as dialogue scrolls, eventually scrapping the idea	11 Hours 30 Minutes
9/11/2021	2 Hours	5 Minutes	Looked into camera movement in 3D	13 Hours 25 Minutes
16/11/2021	2 Hours	10 Minutes	Researched how to allow for customisable smooth movement in a 3D space	15 Hours 15 Minutes
23/11/2021	2 Hours	10 Minutes	Finished off tutorial write up for smooth camera	17 Hours 5 Minutes
30/11/2021	2 Hours	10 Minutes	Watched tutorials on getting the player's rotation to follow the mouse in 3D	18 Hours 55 Minutes
7/12/2021	2 Hours	10 Minutes	Switched to 2D due to bugs in 3D and did the tutorial write up	20 Hours 40 Minutes
13/12/2021	2 Hours	30 Minutes	Figured out how to package the Dialogue related scripts in prep for submission	22 Hours 10 Minutes
15/10/2021	4 Hours	20 Minutes	Worked out issues with combining the two scripts and packaged them	25 Hours 50 Minutes