date	start	end	break	hours	description (1)
05/10/21	12:20	12:35	00:05	0:20	investigate tutorials to follow
05/10/21	12:40	12:45	00:05	0:10	creating a unity project, adding a plane, a big cube and a small cube, then duplicated this one twice.
05/10/21	12:50	12:55	0:00	0:05	creating materials with different colors and adding them to my shapes. renamed materials and objects
05/10/21	13:00	13:25	0:35 (fire alarm)	1:00	finding a code, understanding it, writing it down on a script and adding it to my cube character.
05/10/21	14:00	14:05	0:05	0:10	dragged the three way points into the script and set a speed to it
05/10/21	14:05	14:20	0:05	0:25	testing the velocity a few times

date	start	end	break	hours	description (2)
14/10/21	02:31	02:35	0:00	0:04	finding tutorial and understanding it
14/10/21	02:35	02:52	0:00	0:17	new script called FollowAi wrote public transform target wrote public transform mytransform
14/10/21	02:52	02:55	0:05	0:08	in void Update wrote transform.lookat transform.translate time.deltatime saved script
14/10/21	03:00	03:10	0:00	0:10	moved to unity, added script to enemy, attached main character and set speed
14/10/21	03:10	03:50	0:00	0:40	found another tutorial on how to stop the character from moving but did not work fixed it myself by adding if statements, if in range chase character if not in range stop chasing
14/10/21	3:50	4:20	0:00	0:30	*modifications* int of max distance int min distance public int movespeed

in update, statement if vector 3 distance
< min dist move object to player
another statement, if vector 3 distance >
max distance, speed = 0
script attach to enemy
add player to public target in inspector
set speed

date	start	end	break	hours	description (3)
19/10/21	12:20	12:25	0:00	0:05	finding new tutorial and understanding it
19/10/21	12:25	12:30	0:00	0:05	opening new unity project added plane to the scene, an empty game object called Player with a cylinder child called gun (made it small) and a cube called enemy added materials with different colors to them attached main camera to player
19/10/21	12:30	12:45	00:05	0:20	new script called Target, deleted void start and update public int health equals to 5 public void TakeDamage if health <= 0 it will be destroyed
19/10/21	12:50	13:00	0:05	0:15	public void Damage if health >=1, health decreases if else, it will be destroyed attaching this script to the cube called Enemy

19/10/21	13:05	13:20	0:00	0:15	created a new script called Gun public int for gunDamage public float for gunRange in update, if key Fire1 is pressed, action Shoot new void Shoot, RaycastHit hit variable if, if physics raycast, camera, hit, gun range then, if it hits the target enemy, it receives damage creating new tag Enemy, attached to enemy
19/10/21	13:20	13:25	0:00	0:05	attaching script gun to gun, setting gun damage and gun range in inspector adding main camera to fps camera in inspector creating new tag Enemy, attached to enemy

date	start	end	break	hours	description (4)
26/10/21	21:30	21:57	0:00	0:27	Finding new tutorial and understanding it opening last unity project creating new scene added plane, capsule (Player), coin shaped cylinder (coin) added materials
26/10/21	21:57	22:00	0:00	0:03	game object, ui, text changed to say "Coins:" made larger, placed in corner of the screen
26/10/21	22:00	22:15	0:05	0:20	added more coins to scene added new tag "coin" to coin object and ticked Is trigger in inspector created new script called ScoringSystem using unity engine ui public gameobject cointext public static int thescore on update, cointext getcomponent text.text = coins + thescore

added empty gameobject to scene,
added ScoringSystem script to it
in coin text added text from canvas

| 26/10/21 | 22:20 | 22:28 | 0:00 | 0:08 | new script called PickUp |

deleted start and update
private void ontriggerenter
scoringsystem.thescore +=1
destroy gameobject
tested