

Programming task	Day	Start Time	End Time	Total Time	Progress
Create a main menu	05-Oct	10:05:00	10:30:00	00:25:00	Created buttons for Main and Options menu, They don't work
Create a main menu	05-Oct	10:35:00	11:10:00	00:35:00	Menu Navigation, Exiting and "Loading game" is now possible
Create a main menu	05-Oct	11:15:00	11:55:00	00:40:00	Added sliders and boxes to options menu but they don't work yet
Create an options menu	12-Oct	10:00:00	10:20:00	00:20:00	Added all the UI elements like sliders and dropbox's to the options menu
Create an options menu	12-Oct	10:25:00	11:00:00	00:35:00	Added a functioning resolution dropbox that changes with all options
Fix broken Unity terrain	13-Oct	17:00:00	19:00:00	02:00:00	I lost all my Unity terrain when creating a new race track. Unity has a bug where duplicating a scene with terrain will have the terrain for both levels be overwritten.
Create moving obstacles	13-Oct	15:00:00	16:30:00	01:30:00	Created animations for my race track obstacles using an animator
Fix obstacle warp bug	13-Oct	16:00:00	17:25:00	01:25:00	Fixed Thwomps warping to 1 point (moved the animator to a parent while the animation stayed on the object)
Fixing Unity at 0 speed bug	25-Oct	19:00:00	19:30:00	00:30:00	Fixed this bug, setting the timescale to 1 upon load fixed it
Animating a Unity door	03-Nov	10:00:00	12:00:00	02:00:00	Got a door to open when I approach it with triggers and animators
Creating a shooting mechanic	05-Nov	13:00:00	15:30:00	02:30:00	Programmed my character to shoot a ball when e is pressed
Fixed random shots from fire	05-Nov	17:00:00	20:00:00	03:00:00	Attached the aim to the camera rather than the characters hand Made launcher invisible to the camera
Made falling platform	06-Nov	20:00:00	21:30:00	01:30:00	Platform falls when stood on and respawns if you walk on the bridge near it
Made a projectile platform	07-Nov	13:30:00	15:35:00	02:05:00	When a tagged projectile hits a target the platform will sink into the floor Script made to be reusable
Made a growing projectile platform	07-Nov	16:00:00	16:30:00	00:30:00	When hit with a tagged projectile is will grow into a large block Reused projectile platform code
Made a rotating projectile platform	07-Nov	17:00:00	17:25:00	00:25:00	When hit with a tagged projectile is will rotate by 90 degrees Reused projectile platform code

Making a respawn system	08-Nov	15:00:00	17:00:00	02:00:00	Couldn't work out why it was not working but I found out I needed to freeze the character controller as it doesn't work otherwise
Making a menu with a camera	24-Nov	10:00:00	13:00:00	03:00:00	Created my menu that included animations, music and 3d elements on the camera
Started a pause menu	27-Nov	17:35:00	19:15:00	01:40:00	Made a pause menu with time freeze programed and animations
Fixed pause menu bug	30-Nov	10:00:00	10:05:00	00:05:00	The character controller made the cursor not work, one line of code fixed it
Began Teleporter	08-Dec	16:00:00	21:00:00	05:00:00	Created the model, menu and all Gameobjects for the teleporter The menu loads fine, the teleporting hasn't been implemented
Finished Teleporter package	10-Dec	09:00:00	12:00:00	03:00:00	Added the teleporting to the teleporter and the made finished my package that has a two way teleporter