

| Date | Start | Finish | Time | Description |
|------------|-------|--------|----------|--|
| 04/10/2021 | 10:00 | 11:10 | 01:10:00 | Researching into programming collectables |
| 04/10/2021 | 11:10 | 11:20 | 00:10:00 | making a player movement script |
| 04/10/2021 | 11:20 | 11:28 | 00:08:00 | Making a camera script |
| 04/10/2021 | 11:28 | 11:30 | 00:02:00 | Importing a 3D model as an fbx to be a collectable |
| 04/10/2021 | 11:30 | 11:45 | 00:15:00 | Setting up UI in Unity to keep track of the score / amount collected |
| 04/10/2021 | 11:45 | 01:15 | 01:30:00 | Writing the score adding script and the total score tally and display script |
| 05/10/2021 | 10:15 | 10:45 | 00:30:00 | Debugging: Solving the problem of the score not increasing |
| 05/10/2021 | 10:45 | 10:53 | 00:08:00 | Adding a spinning script to the collectable |
| 05/10/2021 | 10:53 | 12:15 | 01:22:00 | Writing the collectables tutorial |
| 11/10/2021 | 10:10 | 11:00 | 00:50:00 | Begin research into creating a health bar |
| 11/10/2021 | 11:00 | 11:37 | 00:37:00 | Create and import assets |
| 11/10/2021 | 11:37 | 01:10 | 01:33:00 | writing the health bar script |
| 11/10/2021 | 01:10 | 01:24 | 00:14:00 | Debugging: The health bars health was being displayed outside of the health bars outline |
| 11/10/2021 | 01:24 | 01:35 | 00:09:00 | Setting up the final test scene |
| 12/10/2021 | 10:30 | 11:20 | 00:50:00 | Writing the health bar tutorial |
| 19/10/2021 | 10:00 | 10:45 | 00:45:00 | Researching into instantiating projectile |
| 19/10/2021 | 10:45 | 11:00 | 00:15:00 | Setting up the scene |
| 19/10/2021 | 11:00 | 11:45 | 00:45:00 | Writing the scripts: instantiation , behaviour, instantiation position and projectile spinning |
| 19/10/2021 | 11:45 | 11:55 | 00:15:00 | Debugging: The projectile would instantiate but would flip over |
| 19/10/2021 | 11:55 | 12:10 | 00:15:00 | Debugging: The projectile would instantiate but wouldn't move |
| 19/10/2021 | 12:10 | 01:00 | 00:50:00 | Writing the instantiating projectile tutorial |
| 25/10/2021 | 10:15 | 11:30 | 01:15:00 | Researching into a checkpoint system |
| 25/10/2021 | 11:30 | 11:40 | 00:10:00 | Import assets e.g. Track , ball, movement script |
| 25/10/2021 | 11:40 | 12:20 | 00:40:00 | wrote the player detection / current checkpoint script |
| 26/10/2021 | 12:20 | 12:55 | 00:35:00 | writing the checkpoint tracker script |
| 26/10/2021 | 12:55 | 01:23 | 00:28:00 | The player was able to skip checkpoints |
| 26/10/2021 | 01:23 | 01:27 | 00:05:00 | Debugging: The checkpoints weren't working correctly as they were in the wrong order |
| 26/10/2021 | 01:27 | 03:10 | 01:43:00 | Re-writing the script |
| 29/10/2021 | 10:30 | 11:42 | 01:12:00 | Writing the checkpoint tutorial |