

Date	Start Time	Finish Time	Interruption/Break	Total Time	Task Description
01/10/2021	12:00	13:00	No	1H	A countdown timer tutorial(simple behaviour)
05/10/2021	10:30	12:30	Break/1hour	1H	A timer using a slider.
12/10/2021	10:25	11:40	No	1.15H	Healthbar in unity.
19/10/2021	10:10	11:20	No	1.10H	Minimap UI
21/10/2021	13:15	14:00	No	45MINS	UI Speedometer
21/10/2021	14:15	14:55	No	40MINS	Pause Menu
21/10/2021	15:15	15:30	No	15MINS	UI Rear View
21/10/2021	11:45	12:10	No	25MINS	Main Menu
06/11/2021	12:15	15:10	No	2.55H	Moving an object with a mouse
07/11/2021	13:15	14:15	No	1H	Making a ball jump
07/11/2021	15:15	17:00	No	1.45H	Fixing the cameras since an issue was occurring
08/11/2021	15:30	16:30	No	1H	Making a ball jump in a "Z"/"X" position
13/11/2021	13:20	15:00	No	1.40H	Fixing up the "moving an object" script
16/11/2021	10:10	11:30	No	1.20H	Spawning an object.
20/11/2021	10:20	15:30	Break/1hour	4.10H	Enemy AI script
20/11/2021	16:15	17:00	No	45MINS	Animation trigger on a door
20/11/2021	17:15	18:00	No	45MINS	Score system UI
21/11/2021	13:15	13:40	No	25MINS	Pushing a button, triggering an animation
21/11/2021	14:15	16:00	No	1.45H	Adding a camera to a third person controller
21/11/2021	16:45	17:10	No	25MINS	Collectible system UI
22/11/2021	10:15	13:10	Break/1hour	1.55H	Click on movement
22/11/2021	16:20	17:00	No	40MINS	Camera switch with a button script
10/11/2021	15:30	17:45	No	2.15H	Combining all the scripts together to make a level work.
19/11/2021	12:30	13:20	No	50MINS	Scene management colliders
20/11/2021	14:15	16:00	No	1.45H	Finish/Try again scene