

Date	Start	Finish	Duration	Description
02/11/2021	10:00	10:30	00:30:00	Researching into writing a script that attaches the player to a moving the platform that they jump onto
02/11/2021	10:30	10:45	00:15:00	Setting up the scene with testing assets and scripts
02/11/2021	10:45	11:00	00:15:00	Writing the script that attaches the player to a moving platform
02/11/2021	11:00	11:35	00:35:00	Debugging: The player would not stay attached to the moving platform
02/11/2021	11:35	11:42	00:07:00	Debugging: The player remained a child of the platform after leaving it
05/11/2021	10:00	10:50	00:50:00	Research into writing a script for collecting quest items
05/11/2021	10:50	11:05	00:15:00	Setting up the scene with testing assets and scripts
05/11/2021	11:05	11:40	00:35:00	Writing the quest items scripts
05/11/2021	11:40	11:50	00:10:00	Debugging: The player is unable to pick up the quest item despite being inside of its trigger
05/11/2021	11:50	12:10	00:30:00	Changing the reference method on the quest item game objects
05/11/2021	12:10	12:20	00:10:00	Making the total amount of a certain quest item type calculated on start
09/11/2021	10:00	10:45	00:45:00	Research into writing a progression checkpoint script
09/11/2021	10:45	11:00	00:15:00	Setting up the scene with testing assets and scripts
09/11/2021	11:00	11:40	00:40:00	Writing the progression checkpoint script
09/11/2021	11:40	11:50	00:10:00	Debugging: The player being teleported into the ground when respawning
09/11/2021	11:50	12:00	00:10:00	Debugging: The Player not being teleported to the spawn point due to a conflict with the character controller
12/11/2021	10:00	10:40	00:40:00	Research into making a timed platform script
12/11/2021	10:40	11:20	00:40:00	Writing the timed platform script
12/11/2021	11:20	11:50	00:30:00	Debugging: changing the method of making the platform disappear from destroying it to changing its position
12/11/2021	11:50	12:30	00:40:00	Debugging: solving an issue caused by having a normal box collider and a trigger box collider(both with different purposes)
12/11/2021	01:00	01:30	00:30:00	Setting up the scene for combined use of packages
12/11/2021	01:30	02:10	00:40:00	Importing the scripts and testing them
12/11/2021	02:10	02:30	00:20:00	adding additonal UI elements and in game elements
12/11/2021	02:30	03:00	00:30:00	Debugging: Testing if all the scripts worked with each other