

Programming task	Day	Predicted time	Start Time	End Time	Total Time	Percentage	Decimal	Progress
Create an NPC dialogue system	08-Feb	01:00:00	09:00:00	09:45:00	00:45:00	75.00%	0.75	Created a mutiple dialogue system where the player can react to an NPC and the NPC will give a different response based on what the player said.
Create an NPC dialogue system	08-Feb	02:00:00	09:50:00	12:00:00	02:10:00	108.33%	1.08	The video tutorial I was using did not allow for conversations to have multiple lines from the NPC at once and also was poorly written so it was not very flexible. I will need to start from scratch but I think I need to use a queue to make it work

Create an NPC dialogue system	08-Feb	00:30:00	15:30:00	16:30:00	01:00:00	200.00%	2.00	I followed another tutorial and now have a text box that can display multiple lines of dialogue for 1 character. I think I can add a bool to my code which will determine if the player has choices available once the dialogue has ended along with another string for what those options are.
Create a 1st person camera that can rotate around	15-Feb	00:30:00	09:00:00	09:30:00	00:30:00	100.00%	1.00	I got the camera to look around with the mouse, the mouse wont appear because it is locked to the centre and the player cannot look past directly up or down on the y axis.
Create 3D movement attached to the 1st person camera	15-Feb	00:20:00	09:35:00	09:45:00	00:10:00	50.00%	0.50	The character can now move in the x and z, the speed can be changed
Add gravity and velocity to character	15-Feb	00:10:00	09:55:00	10:20:00	00:25:00	250.00%	2.50	The character will now constantly check if they are grounded, when they are not grounded their velocity will increase making them gradually fall faster.
Add jumping to my 3D character movement	15-Feb	00:35:00	10:25:00	10:35:00	00:10:00	28.57%	0.29	My character can now jump and fall

Create a FPS bullet that can get shot	15-Feb	00:20:00	10:40:00	11:30:00	00:50:00	250.00%	2.50	I attached an invisible turret to my player which can fire a bullet that wil show a trail of its shot, the player cannot shoot for 3 seconds and during those seconds they can see the lingering trejectory of the bullet
Create a trail that predicts where the player shot will be	15-Feb	01:00:00	11:35:00	12:00:00	00:25:00	41.67%	0.42	The trail is currently permanantly shooting but does predict where the players bullet will go
Create a trail that predicts where the player shot will be	15-Feb	00:30:00	16:20:00	16:55:00	00:35:00	116.67%	1.17	Everything was redone but also I got the predict to shoot every second or so and delete itself so multiple can never exist,
Allow the player to switch between various camera's in order to view the map from various perspectives	22-Feb	01:30:00	09:00:00	09:50:00	00:50:00	55.56%	0.56	At the moment the camera is permanently fixed onto the screen but it does switch between 3 cameras and has been programmed so that it will allow to add more.

Have my camera UI only appear when the player presses a button	22-Feb	00:10:00	10:00:00	10:45:00	00:45:00	450.00%	4.50	Currently the camera is working exactly how I want, the camera will switch when a button is pressed and by pressing F the player can bring up or take down cams.
Pause menu package that can be used universally	08-Mar	01:00:00	16:30:00	18:00:00	01:30:00	150.00%	1.50	I have a pause menu that can appear and disappear with enter using old code from my 3DL.
Making a 3rd person character movement	09-Mar	03:00:00	03:00:00	05:30:00	02:30:00	83.33%	0.83	I made a small character move around and jump, the movement and camera were made from tutorials but the jumping was extracted from my 1st person script.
Have the 3rd person character shoot two spells	10-Mar	01:30:00	19:00:00	21:00:00	02:00:00	133.33%	1.33	Most of this was messing with particles but now my 3rd person character can shoot two projectiles with left and right click however they don't have any function at the moment.

Make an object react to the spell it is hit with	11-Mar	01:00:00	20:35:00	23:00:00	02:25:00	241.67%	2.42	Salvaging previous scripts from my 3DL I made the grow spell trigger objects to grow using animations, the prep scripts for shrinking and both have also been made but not demonstratable.
Make an object react to the spell it is hit with	13-Mar	00:45:00	15:00:00	15:30:00	00:30:00	66.67%	0.67	Tweaking the scripts and creating new animations for the shinking I can now grow, shrink or do both to objects (it needs a custom animation but other than that it just needs the corrsponding script thrown on it to make it work).
Allow spells to only be shot if the player is looking at something	14-Mar	02:00:00	09:00:00	12:00:00	03:00:00	150.00%	1.50	After a while of testing with raycasts the 3rd person will now shoot correctly. Also no matter which direction the player is facing the spells will always shoot from the staff.
Change the opacity of the firing recital when the player cannot fire a spell	15-Mar	00:40:00	09:00:00	09:20:00	00:20:00	50.00%	0.50	Now when using the raycast the target will fade to 40% of its opacity when it cannot be fired.

Create blocks that can grow, shrink or both depending on the spell they are hit with	19-Mar	00:45:00	18:00:00	18:20:00	00:20:00	44.44%	0.44	Using the scripts I had previously made and animations with similar named parameters I have created growing, shrinking and both blocks this can be reused for my other platform mechanics.
Create a block that when shot with a grow spell will create platforms that have sprout from the original block	21-Mar	02:00:00	10:00:00	12:30:00	02:30:00	125.00%	1.25	By recycling my grow block I added more cubes into the animations to create what will be a sprouting vine.
Create a scale that tilts based on the size of the weights at the bottom of it	22-Mar	03:30:00	16:00:00	21:00:00	05:00:00	142.86%	1.43	Currently I cannot get the hitbox to respond to spells since it is a child object of the whole scale (because the hitbox moves I cannot create duplicate in the parent like I normally would). Other than that all the code for animations has been done where the code will check what value the scale currently has, I have made another cube which has 3 states of grow, shrink and medium.

Allow my NPC package to be triggered by approaching an NPC and pressing a button	29-Mar	01:00:00	19:00:00	20:45:00	01:45:00	175.00%	1.75	Originally I just used a button that was always on screen however I needed to make it instead based on triggers. Now it should work by approaching the NPC
Create README files for all my packages and package them up	15-Apr	00:30:00	14:00:00	14:20:00	00:20:00	66.67%	0.67	I used a new project to test if I had missed anything, I think any bugs relating to the packages should also be fixed.
Find a way to have the Pause menu and the camera menu not cause problems for eachother (Pause menu dominates camera menu)	19-Apr	01:00:00	12:00:00	14:00:00	02:00:00	200.00%	2.00	Originally I tried to connect the two scripts with public gameobjects voids and other stuff but that didn't work. I instead opted to simply have the opacity of the cams change when the game was paused which I was able to do with public gameobjects.
Attach a pixelated shader to my combined package project	22-Apr	00:45:00	10:00:00	10:15:00	00:15:00	33.33%	0.33	Now in my Package bundle maze the main view is shown as pixelated

Create a scale that tilts based on the size of the weights at the bottom of it	25-Apr	01:30:00	10:00:00	10:45:00	00:45:00	50.00%	0.50	Now the scale works properly and will correctly change size when, needed I can also reuse this for other objects if I need to.
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