

Logs

Date	Start Time	End Time	Break Time	Total Duration	Description
11/10/2022	10:00	14:00	40min	3h 20min	Made the custom gravity scripts so objects were attracted/repelled from the gravity.
11/10/2022	19:00	21:00	20min	1h 40min	Fixed some bugs causing the player to float away.
18/10/2022	10:00	13:00	30min	2h 20min	Created a basic dialogue system, that just checks if the player is in range, and shows the dialogue.
18/10/2022	16:00	18:00	0min	2h	Making a reactive editor to show how any inventory slots there will be before having to run the game.
18/10/2022	13:00	14:00	10min	50min	Was making an inventory system, but stopped as I realised it was going to be too much for a small tutorial. Decided to make a custom editor instead.
15/11/2022	10:00	14:00	40min	3h 20min	Created a custom editor that you can use to show properties and call functions without running the game, to test certain aspects of your code.
22/11/2022	12:00	14:00	20min	1h 40min	Created a custom character controller which can use the custom gravity, instead of Unity's normal gravity.
29/11/2022	12:00	14:00	20min	1h 40min	Finished writing the tutorials for the scripts.