

Day 1

Started by making the hardest code for me personally and that would be the day and night system. Got abit of the coding done, still not done with it so can't really test it out to see if it works yet or not, using a youtube tutorial to help.

Day 2

Managed to get the coding done for the day and night system now need to link it to an empty gameobject in the unity hierarchy. Also need to make a UI text for the time so I can link it to the code.

Day 4

Turns out the code worked, I did have to wait 30 mins (and yes I timed it) for it to fully go through one single day and night or 24 hours but it works. After looking more at the youtube video I could have just turned up the multiplier so it wouldn't take me half an hour to do a single 24 hour but that's for next time. Will try to make it 5 mins max.

Day 6

Next thing I wanna do is to make lighting that will turn off and on when it becomes day and night so after looking for abit I found a tutorial and will work with that to see how it works with my day and night system. Turns out it doesn't take long at all to make a lighting effect that turns on and off depending on how the light manages to get it down quickly and it works too. Time to move on to the next thing tomorrow.

Day 7

This time I just wanted to do something basic so I'm gonna have a character move and jump script so the player can traverse through the platform when it turns day and night. After like 20 minutes managed to get it down with the help of a youtube tutorial and the player moves just fine.

Day 9

After thinking for abit of what I can add to the scene, I thought that it looked too empty for the player to walk around in so I'm going to add an enemy AI to follow the player around. Finally finished it and now a single enemy helplessly follows the player around the platform trying their best to catch them.

Day 14

I thought I was done with this but tried thinking of additional things to add to the project but it turns out that all of my work got corrupted so now I have to restart everything. I'll see how much I can do now but since I've already done it, it shouldn't take that long compared to how I did it the first time.

Day 15

Didn't do anything yesterday and kept on spacing out after knowing that all my work disappeared but now I've managed to grind it out and now all I have left is the enemy AI, this has been a learning experience. I should probably start saving my work to my google drive so I have a backup.

Day 16

I am very late in sending this work in but I managed to get to the point to where I was before after finishing the enemy AI today, now all I have to do is compile my work and send it off today for it to get graded.

