

DATE	START	END	HOURS	DESCRIPTION
14-Feb		09:00	12:00 2 Hours	Got started on 2D character in 3d space concept
21-Feb		11:00	14:00 3 Hours	Fixed shaders on the Unity scene to reflect my initial Idea
28-Feb		10:00	12:00 2 Hours	Kept working on the idea adding movement
08-Mar		15:00	19:00 2 Hours(Breaks Inbetween)	Switched Ideas and started working on Isometric game for easier components
19-Mar		17:00	22:00 3 Hours (Breaks Inbetween)	Fixed Cinemachine and jittering player object
22-Mar		15:00	17:00 2 Hours	Introduced interactor component from previous Idea and used to create a text box
29-Mar		15:00	17:00 2 Hours	Fixed few bugs related to text box
30-Mar		10:00	17:00 4 Hours(Breaks Inbetween)	Moved onto player attacks
02-May		10:00	14:00 4 Hours	decided to change from melee attack to ranged bullet
03-May		10:00	17:00 5 Hours (Breaks Inbetween)	started working on Enemy AI and touched up on it
04-May		15:00	22:00 5 Hours (Breaks Inbetween)	Added Wave System and troubleshooted
05-May		17:00	22:00 2 Hours (Breaks Inbetween)	Finalised small UI elements and Organized Folders