Production Diary

Name: Zak Cronin

Production: 3X Programming Briefs

Date	Action Taken
16th February	Picked InGame FPS Counter brief.
17th February	Researched how to display FPS in Unity.
19th February	Added current FPS and added Average FPS.
23rd February	Added Min and Max FPS.
24th February	Added FPS Target to change the target framerate.
26th February	Used test variables on a graph
28th February	Wrote documentation for the InGame FPS Counter
2nd March	Picked Scrollable Texture brief and started research
5th March	Added first draft of the script
9th March	Redid the script to make it simpler
10th March	Made it so you could change the speed and direction of scroll
14th March	Wrote documentation for the Scrollable Texture
16th March	Picked Speedometer brief and started research on car movement
19th March	Implemented a top down car movement script
20th March	Added a car sprite to replace the quad
23rd March	Started research on implementing a speedometer
25th March	Added script to convert mps to mph
26th March	Script now takes the speed from the car, converts it and displays it on canvas text
30th March	Wrote documentation for the Speedometer