

<u>Date</u>	<u>Progress Update:</u>	<u>Plan for next week:</u>	
Week 03 07th Feb - 11th Feb	Find youtube videos on how to create a radar in unity. I then spent the week coding the first person camera view and the player controls.	Finish the radar code by the end of next week, by implementing game objects to be traced and a better radar image.	Radar
Week 04 14th Feb - 18th Feb	I finished coding the radar and had the base code completed. I then spent the week placing more game objects in unity to be tracked.	Find youtube videos on how to create and endless runner in unity and start the project.	
Week 05 21st Feb - 25th Feb	I found multiple youtube videos on how to make an endless runner game in unity. I coded the player controls and the camera follow, but kept on running into problems so I decided to restart the project on thursday.	Choose one youtube video to follow to get the endless runner code working properly.	Endless runner
Week 06 28th Feb - 04th Mar	I got the basic code for the endless runner game, instantiating only one type of tile and having the camera fixed on the players position.	Research how to instantiate random tiles for the endless runner to make the game more fun.	
Week 07 07th Mar - 11th Mar	I couldn't figure out how to instantiate tiles to go left or right and have the camera to continue following the player, so I decided to add obstacles in a straight path instead. In addition to this I found a better code to randomize the tiles more and implemented this into the game.	Now that I have the first two briefs completed, I need to research how to make a bowling game.	
Week 08 14th Mar - 18th Mar	This week I made a 3D bowling scene and coded the player controls for moving the ball to hit the pins.	Code the scoring system for the bowling game.	Bowling
Week 09 21st Mar - 25th Mar	I made a basic scoring system for the game, where it would count 1 point for each pin that fell; However, I later saw on the brief that it was asking for a bowling tally scoring system, which I had not done.	Research code for a real bowling score system and apply it to my game.	
Week 10 28th Mar - 01st Apr	After spending time looking and unsuccessfully apply multiple different codes for the scoring system I found, I chose to do a speedometer instead. I spent the Friday watching different videos on how to create a speedometer for a game in Unity.	Next week I need to choose a video to follow and make my speedometer. Then I need to go back to my other two briefs and add sprites and textures to make the projects look interesting.	Speedometer

Week 04th Apr - 8th Apr	I managed to design and code speedometer in 2 days. I then made a colourful 2D scene, adding game objects, barriers and player controls to the object for the speed of it to be measured.	I need to add velocity to the player gameobject in my speedometer project because it only has one constant speed when it is moved. This means I need to watch videos on how to add acceleration and deceleration to an object in Unity.	
Week 11th Apr - 15th Apr	This week I took a break.	I decided the next week I will go through my projects and add colors, textures and sprites to my game.	
Week 18th Apr - 22nd Apr	I designed my radar into a maze game and added textures to both the radar and endless runner projects. This week I also watched videos on how to add acceleration to an object in unity.	I need to add velocity to the player gameobject in my speedometer project.	
Week 11 25th Apr - 29th Apr	I Finished the speedometer project by adding acceleration and deceleration to the player gameobject.	Check all my projects codes are good and any bugs or glitches are fixed.	
Week 12 02nd May - 06th May	I spent a day for each project to go through and fix any issues there were.	-	