Schedule	Wednesday	Thursday	Friday	Saturday
09:00		Started Day 2. Inspected code and attempted cleanup. Set the game to switch to Upgrade or Boss phase after all asteroids are destroyed and removed from the scene.		
09:15				
10:00	Project start. Created new project, started keeping a log. Added 4 skyboxes and fonts (asset 1) to project. Set up skyboxes in materials.			
10:15	Added one skybox to scene, added title screen, set up Remote settings, build settings and attempted to build to Android. Unhappy with build - changed skybox texture import settings.		Start of Day 3. Continued working on the Upgrade shop.	Start of Day 4.
10:30	Changed skybox image settings and attempted a rebuild. Rebuild successful. Started coding the Game Manager.			
10:45	Imported TextMeshPro package.			
11:45	Imported asset 2.	Recoded asteroid spawner. Fixed a bug where destroying an asteroid would increment the 'Asteroids Destroyed' counter twice.	Finished coding the Upgrade shop. The player can now start the game, finish each level and go to the Upgrade shop after a level is complete.	Asteroids now spawn chunks of metal after being destroyed, which move towards the player's ship and are added to the currency pouch.
12:00				
12:15	Imported asset 3 and set up scaling, prefabs, and materials.	Break	Break	Amended the Upgrade shop.
12:30		Started adding and programming UI text.		
12:45	Created projectiles	Attempted a build to test the game. Build successful.		
13:00	Break		Resumed work. Started coding a game loss.	Break
13:15				
14:00	Resume work. Added spawners for enemies and started coding spawners. Continued coding Game Manager.		Break	
14:15		Break		
15:00		Resume	Resumed work.	
15:30	Coded the on-screen reticle, asteroid movement, and asteroid cleanup.	Started building the upgrade shop.	Started coding boss fights.	
16:15	Performed a test build - build successful. Added shield to spaceship using custom shader. Started adding projectile weapons to spaceship.			
17:15				Added audio sources and free audio clips downloaded from internet.
18:00	Added collision detection for fired projectiles. Projectiles now destroy asteroids on contact.			
18:15		Break		
18:45				Break
19:00	Asteroids deal damage to spaceship's hull. Hull is destroyed after sustaining 3 asteroid hits. Ship is destroyed after sustaining 3 asteroid hits.		Break	
19:45	End of Day 1			
20:00				Resumed work
20:45		Continued building the Upgrade shop.		Coded an endgame + restart.
21:00			Completed coding for the boss fight.	Playtested the game and checked for bugs.
21:15			End of Day 3	Built and ran the game.
21:30				Game complete on End of Day 4.
23:00		End of Day 2		