Time log:

September 10 – 16: Worked on the prototype of the game. Drew up wireframes of how the game is supposed to look as a bare bones structure. Edited the design document when I was finally able to join a group and see the submission requirements.

September 17 – 23: Worked on researching procrastination for the trivia game. Made 6 questions based on the research I did. The format of these questions made me re-designed the format of the trivia game; it will have many more Yes/No questions followed by an explanation. Expanded upon the basis of the simulation game, the user will have the ability to sleep, talk to a friend or exercise. The goal is to complete the tasks in the time allowed. Each task has a predefined time cost, but the user can use these breaks while doing the task if it results in a quicker time completion.