11/1/18: 15:30;

Version: Week One Unstable V1.0.1;

Accomplished: I built a rather small (rather cramped, and vertical) test map, but the big thing is I started.

Blocks: I need to learn to use blender but what I have will work for now.

Goals: I want to start implementing simple stuff (the TD guide on YT) I also want to make my own small geometric models for turrets.

Hours: 1

12/1/18: 15:40;

Version: Week One Unstable V1.0.2;

Goals: Re-make map with low altitude. Add start and end points. Get enemies in the game and moving from start to finish points. Get waves of enemies working.

Blocks: I’m sick and its Friday.

12/1/18: 16:28;

I have re-done the map and I have added the start and end points. I am going to take a break and play some video games, I will probably get back to work on it after diner though I don’t care either way.s

12/1/18: 20:00;

Version: Week One Unstable V1.0.2;

Accomplished: Re- built the map moving the height down, this helped with the cramped feeling of the map. I also add a start and end.

Blocks: None.

Goals: get enemies working.

Hours: .5

13/1/18: 11:45;

Version V1.0.3;

Goals: get enemies working, along with waves.

13/1/18: 20:20;

Version: Week One Unstable V1.0.3;

Accomplished: added enemies, got a very basic wave system working. Started figuring out blender.

Blocks: None.

Goals: Get good at modeling, get three our four enemies done. Make Two or three turrets.

Hours: 2