

**Programming Task Log**

	Task	Start Date	Finished Date	Interruptions	Total time to complete
Player Movement	To be able to create the player movement in all axis	08/12/2018	08/12/2018	Unable to decide if to use NavMesh movement by clicking on the surface or different directional movement	2 hours
Camera Smooth	Smoothed transitions for the camera when overlooking the player	25/10/2018	25/10/2018	Didn't really have a problem adjusting the camera	1 hour
Object Waypoint	Set the waypoint for the objects so that they act as obstacles or supports in the game	09/12/2018	09/12/2018	Didn't have problems with this script, since I spent most of the time just planning it out through the levels	2 hours
Coins Collection	A point system allowing player collect coins if they wanted to	09/12/2018	09/12/2018	Did have problems not being able to solve the code but then I figure out that I have to set the object as triggers	2 hours