

DAILY SCHEDULE

Week of: 21 September

Set the starting date in cell C2. Rows 3 and 4 will automatically update with the correct dates and days of the week.

	21/9 THURSDAY	22/9 FRIDAY	23/9 SATURDAY	24/9 SUNDAY	25/9 MONDAY	26/9 TUESDAY	27/9 WEDNESDAY	28/9 THURSDAY	29/9 FRIDAY	30/9 SATURDAY	1/10 SUNDAY
08:00							Sick on this day	Sick on this day	Sick on this day	Sick on this day	Sick on this day
08:30											
09:00											
09:30					Write 'command' code and thought out the rooms.	Thought of ways to improve room code so it's easier to write multiple rooms.					
10:00											
10:30											
11:00											
11:30											
12:00											
12:30					Pause 12:45 tot 13:30						
13:00											
13:30										Fixed a game breaking issue and pushed code to the repo. Also edited Trello.	
14:00					Written system so NPCs can talk. This would be used for the dialog in the game.					Fixed a game breaking issue and made it so .exe files can be builded	
14:30											
15:00											
15:30											
16:00											
16:30											
17:00	Overing over spel										
17:30											
18:00										Someone tested our game. Something needed to be fixed. Edited Trello to reflect this issue/fix.	
18:30											

NOTES

TO DO
