**I didn’t work from 27/9/23 (Tuesday) until 29/9/23 (Friday) because I was sick.   
Starting from 30/9/23 (Saturday) I started working again, although that was very little since I still didn’t feel very well. Hence why those dates are missing in my logbook.**

**Date: 21/9/23 – Thursday  
What did we do?:** We talked about ideas regarding the game. **Details:** We talked about what we wanted but also what we didn’t want to do. We made a Trello and a Google doc and we made notes about what was (in our eyes) realistic and therefore doable. **Duration:** 1 hour

**Date: 25/9/23 – Monday  
What did we do?:** On Monday we started with the game and finished the barebones of the prototype. **Details:** We worked on and finished the command and dialog system and we started on the dialog system. Everything went pretty smoothly as we were able to sit somewhere where we could work without being disturbed. **Duration:** We worked from 9:30 until 17:00 with an exception of our break which was between 12:45 and 13:30.

**Date: 26/9/23 – Tuesday  
What did we do?:** On Tuesday we worked on ways to improve the room system.  **Details:** We already had a somewhat working room system we wanted to improve on that to prevent writing unnecessary lines of code.  **Duration:** We worked from 9:30 until 16:00 with an exception of a 15 minute break.

**27/9/23 – 29/9/23: SICK**

**Date: 30/9/23 – Saturday  
What did we do?:** We fixed some game breaking issues **Details:** There were a few issues which caused the game to ‘crash’ (closing really quickly after the print). **Duration:** Because I was still sick I worked around 2 hours

**Date: 1/10/23 – Sunday  
What did we do?:** We founda few issues which caused the game to work improperly and fixed these issues. We also made a Deliverable and changed some documents so it properly reflected what we have done.  **Details:** Some issues regarding item duplication were solved as a player was able to get an item more then once when they repeated some steps. Our game planning was also edited so it has a better structure.  **Duration:** Because I was still sick I worked around 3-4 hours.