Time calculations

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| Datum | Aantal uur | Tasks |
| 03-01-22 | 6 hours | * Create Player Controller * Struggle with adjusting player movement |
| 04-01-22 | 5 hours | * Created Gravity Switch * Refactor player movement |
| 05-01-22 | 0 hours | * Not at home |
| 06-01-22 | 0 hours | * Travel to collect some stuff for moving out |
| 07-01-22 | 0 hours | * Birthday |
| 08-01-22 | 0 hours | * Moving into another apartment |
| 09-01-22 | 4 hours | * Created Enemies * Tweaking |
| 10-01-22 | 3 hours | * Tweaking * Animations * Last attempt to fix Lifting other player |