Date	Name	Start Time	End Time	Total Time	Issue	Notes
2/5/2020	Jenna	1:00:00 PM	5:30:00 PM	1:00:00	Camera	Worked on creating a camera that followed the player as the player moves (while at work)
2/6/2020	Wallace	1:00:00 PM	3:15:00 PM	2:15:00	Movement	Worked to improve movement system to allow movement in multiple directions simultatiously
2/6/2020	Jenna	1:00:00 PM	2:00:00 PM	1:00:00	Shadows	Created presentation, worked with Wallace, added shadows
2/7/2020	Allen	8:00:00 AM	9:00:00 AM	1:00:00	Empty Room	Base template of a room for the levels
2/8/2020	Wallace	3:00:00 PM	5:45:00 PM	2:45:00	Movement/Loading	Added a loading screen and kept main renderer from running until everything was loaded
2/8/2020	Jenna	3:30:00 PM	5:30:00 PM	2:00:00	Hopping	Played with collision eventhandling and added a broken hopping movement
2/10/2020	Jenna	9:00:00 AM	9:30:00 AM	0:30:00	Fixing shadows	Ran into problems
2/10/2020	Jenna	7:30:00 PM	10:00:00 PM	2:30:00	Shadows	
2/10/2020	Allen	8:00:00 AM	9:00:00 AM	1:00:00	Empty Room	Worked on Empty Room template
2/10/2020	Allen	7:15:00 PM	8:30:00 PM	1:15:00	Empty Room	Finished Empty Room with planes, made a test floor with box object in Room_Template
2/11/2020	Allen	2:00:00 PM	3:00:00 PM	1:00:00	Empty Room Research	Trying to figure out best route for optimization reasons
2/11/2020	Wallace	11:45:00 AM	3:15:00 PM	3:30:00	Movement	Trying to fix reseting posistion causing stuttering
2/11/2020	Jenna	12:00:00 PM	2:00:00 PM	2:00:00	Shadows	Finally found a solution
2/12/2020	Wallace	11:00:00 AM	12:30:00 PM	1:30:00	Movement/object interaction	Fixed movement, no more stuttering on reset. Added obsisticals to navagate around
2/13/2020	Wallace	1:30:00 PM	3:15:00 PM	1:45:00	Character Switching/ Movement	
2/13/2020	Jenna	8:00:00 PM	9:30:00 PM	1:30:00	Rewrapped plane	Enabled shadows successfully, added ambientlight
2/13/2020	Allen	6:30:00 PM	8:30:00 PM	2:00:00	Room Test	Made a quick Room Template in blender, hacked code together from other demos into Allens_Tes
2/14/2020	Allen	1:00:00 PM	2:30:00 PM	1:30:00	Room Test	Reworked Allens_test into a pretty decent looking room
2/15/2020	Jenna	12:30:00 PM	3:30:00 PM	3:00:00	Central Impulse, dirty positions	Worked on a fix for studdering/choppy graphics. Settled on modifying WebGL
2/17/2020	Wallace	11:00:00 AM	3:25:00 PM	4:25:00	Level/ Movement	nix jumping for now
2/18/2020	Jenna	12:00:00 PM	2:00:00 PM	2:00:00	Modified Shadows	Shadow Softmap enabled
2/15/2020	Allen	6:00:00 PM	8:00:00 PM	2:00:00	Allens_Test	Incorporated other code into Allens_Test to use light and shadows
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