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| Time Sheet for: | | | | | | <Zachary Rosmanitz> | |
| Covering time period: | | Sept 🞏  Jan 🞏 | | | Oct ◼  Feb 🞏 | | Nov 🞏  Mar 🞏 |
| Date: | Start Time: | | End Time: | Description: | | | |
| 10/17/2022 | 1:00pm | | 1:30pm | I sent this time installing unity to the lab computer. | | | |
| 10/17/2022 | 1:30 | | 2:00 | The Game I want to create is a simple 2d platformer, where the player swings around on a rope avoiding objects and collecting coins.  I created the 2D project in unity and named it Grapple hook game.  Next, I want to upload the projects files to a Github repo so I can work on it from home. | | | |
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| 10/17/2022 | 2:00 | | 2:30 | The best way to store my unity project into a repo was to download the desktop app then cloned the repository to a newly created projects folder. For me to commit changes had to tell the project to stop pushing the temporary files. | | | |
| 10/17/2022 | 2:30 | | 3:30 | I created a new unity project and stored it in the repository folder.  Then I created 4 rigid objects (Platforms) for a player to interact with.  Then added the Objects to the scene and put them in a new folder called objects.  Lastly, I committed the changes to Github. | | | |
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