**Personal Projects: Daily Documentation Log Friday(4/24 5 hours) and Saturday(4/25 5 hours)**

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| **Name: Thomas Lombardi** |  | **Date: 4/24/2020 and 4/25/20** |
| **Personal Project: Three Js Personal Project** | | |
| **Repository Link:** <https://github.com/bppwd2020-Lombardi/threejspersonproject> | | |
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| **Goals for Today** Please fill this out before you start! The goal is to try to plan approximately one days with or work to get a better idea on time planning, which is part of our frameworks! | **Did you Complete your goal?** | **Issues you Encountered**  It is expected that not everything goes as planned! Please outline any problems issues you encountered as well as a brief update on what you did to overcome the issue/problem. |
| Step up Project and Repo | Yes No | Coming up with notes when I don’t know the future of the project |
| Random colors for objects | Yes No | I didn’t have any problems with this, I just used math.random |
| Add positions to multiple objects | Yes No | Some of the positions distort the object |
| random 3d shapes | Yes No | I was researching and didn’t find much about random polygon creation, I’m going to continue looking up next week |
| Camera Movement | Yes No | The documentation didn’t give any help to actually implementing the trackingballcontrols |
| buttons | Yes No | I didn’t not find anything that would help me out  Will continue next week in on this |

**What’s the final product going to look like?**

I’m planning to make a game like Jenga using three.js in the future so for now I am just practicing and learning