CS302 Final Project Time Log

Name: Use first name only for individual time spent or MEETING for group work

Date: Use format M/D

Time: Use format HH:MM am/pm (*NOTE: You do NOT need to use military time, it is auto-converted)

Notes: Any helpful description of activity/accomplishments that may need to be remembered in the future or known by another group member

Name	Date	Start Time	End Time	Total Time	Notes/Description
Louise	09/22/2021	15:15	16:15	01:00	writing psuedocode for game classes - pinned in Discord and the Google Doc
Louise	09/29/2021	14:30	15:15	0:45	reviewing old code and writing notes about how to modify it
Louise	09/23/2021	various		2 Hours	downloading Unity/configuring/doing tutorials
MEETING	10/3/2021	9:15	10:00	0:45	group meeting to discuss concept/vision
Louise	10/4/2021	1:15	2:00	0:45	created shared drive and project proposal draft
Mikaela	9/29			0	created meeting doc, time log, project proposal doc on google
Mikaela	10/4			0	edited function for time log, found source of weird behavior with old code - TBF
Cory	10/16	4:00 PM	5:00 PM	1:00	set up collaborate in unity with other team members
Cory	10/18	7:00 PM	9:00 PM	2:00	Created tasks for myself, began messing around with the Unity editor
Louise	10/18	1:00 PM	5:30 PM	4h30	began creating sprites & maps in Unity using YouTube tutorial
Cory	10/21	8:00 PM	11:00 PM	3:00	Unity Tutorials
Louise	11/1	1:00 PM	3:30 PM	2 h 30	continued w tutorial - added tilemap, layers
Louise	11/1	16:00	7:00 PM	3 hrs	continued w tutorial - made dungeon, added Collider script (WIP)
Louise	11/16	13:00	15:00	2:00	Tried and failed to add a single door sprite to the map lmfao
MEETING	11/17	13:45	14:45	1:00	Plan of attack like for REAL tho
Louise	11/17	15:00	18:00	3:00	"Fixed" map perspective, then ACTUALLY fixed it. Also troubleshot Collab tool
Louise	11/22	14:00	18:00	4:00	Scripts for portal, game manager, pentagram, various items.
Louise	11/22	18:15	19:15	1:00	Decorations, items, floor texture
Cory	11/23	12:00	16:00	4:00	Created "Battle Scene" researched and implemented the beginning of a turn-based combat system
Louise	11/24	10:00	17:00	7:00	WALKING ANIMATION!!!!! and some misc stuff. (time is factoring out a break in the middle)
Cory	11/26	11:00	13:30	2:30	Fixed the collision on walls and several objects. Trying to figure out how to change the sprite for the enemy in battle
Cory	11/27	9:00 AM	11:00 AM	2:00	Troubleshooting a crashing issue in the game editor
Cory	11/28	8:00 AM	10:00 AM	2:00	Make a Health System
Cory	11/28	11:30 AM	1:30 PM	2:00	Health Bar, Turn-Based Combat bare bones finished, game over screen.
Cory	11/28	2:00 PM	5:00 PM	3:00	Fixed a lot of things with combat, added menus, fixed scene loading issues, other bug fixes
Cory	11/29	9:00 AM	10:30 AM	1:30	Implemented a magic system
Louise	11/29	1:00	7:00	6:00	Sound fx, less pixelated decor, fixed broken portals & doors
Cory	11/29	9:00 PM	1:00 AM	4:00	Tried to get magic effects to show up, but particle system is tricky. Added title card and end card
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