2020-10-08

-Creation of unity project and bitbucket repository

-First ver of Game Menu made

-First ver of end scenes made

-First ver of drag and drop script

2020-10-09

-First ver of in game asset made

-Second ver of drag and drop added to the game

-First ver of Guest.cs, GuestGenerator.cs, GuestStateManager.cs, GuestMovement.cs made

 and added in game

-Paper interaction now functioning

-Menu scaling fixed

2020-10-10

-Menu text fixed

-Police Character colour changed

-Creation of folder "TextForGame"

-Creation of 1st ver of the codes and code question in game

-End Scene sketches added to Unity project

2020-10-11

-In Game menu was made

-Achievement page updated

-Randomized code question in menu and in game

-Achievement manager was made

2020-10-12

-Typo fixed

-End Scene system functioning

-Achievement page now functioning

-Minor scaling of images