

Date		Time start		Time end		Break		Work		Time woking	
20/10/2020		3:00 PM		5:00 PM		30 minutes		Coding tutorial 1 (trying to the player move)		1 hour and 30 minutes	
23/10/2020		4:30 PM		6:00 PM		30 minutes		Coding tutorial 2 (making the enemy to chase the player)		1 hour	
28/10/2020		5:00 PM		7:30 PM		30 minutes		Coding tutorial 3 (Making the to create bullet and shoot at the player)		2 hours	
3/11/2020		3:00 PM		3:30 PM		0		Coding tutorial 4 (Researching on how to make the UI change when the value of health decreases)		30 minutes	
6/11/2020		2:00 PM		5:00 PM		30 minutes		Coding tutorial (Making the health bar work)		2 hours and 30 minutes	
8/11/0202		9:00 PM		9:50 PM		0		Working on the learning journal		50 minutes	
13/11/2020		7:00 PM		8:00 PM		0		Working on the learning journal		1 hour	
16/11/2020		5:00 PM		5:40 PM		0		Working on the learning journal		40 minutes	
19/11/2020		2:00 PM		4:30 PM		30 minutes		Working on the movement of my character.		2 hours	
20/11/2020		7:00 PM		10:30 PM		30 minutes		making the the grappling hook/flying script		3 hours	
22/11/2020		1:00 PM		3:00 PM		30 minutes		Testing and designing my level.		1 hour and 30 minutes	
24/11/2020		5:00 PM		7:00 PM		30 minutes		Working on the camera script for the game.		1 hour and 30 minutes	
26/11/2020		6:00 PM		8:00 PM		0		Woking on the enemy AI for the game. Trying to make the enemy to follow the player.		2 hours	
28/11/2020		3:00 PM		5:00 PM		0		trying to make the code for the door and the coins		2 hours	
30/11/2020		4:00 PM		7:00 PM		30 minutes		Working on the UI element in the game.		2 hour and 30 minutes	