Date	Time start	Time end	Break		Description	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	