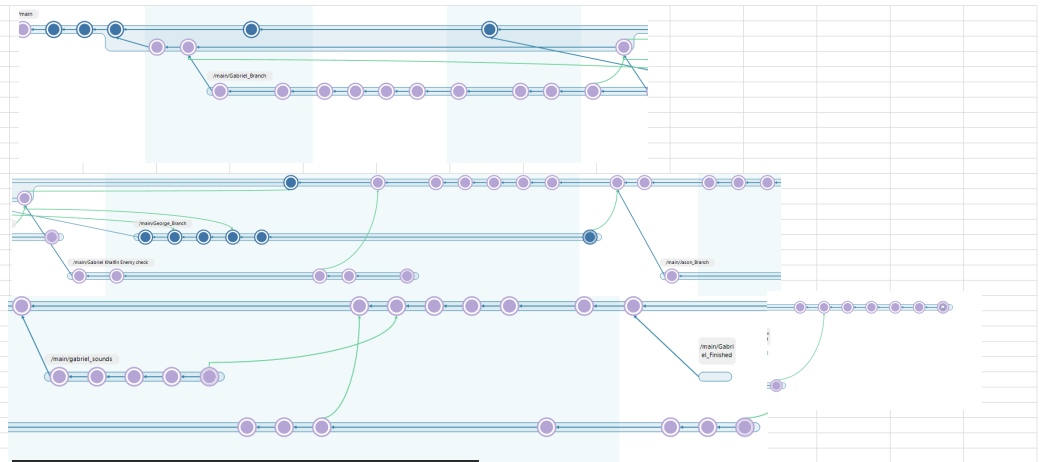


Date	Contributor(s)	Description
2022-05-01	George Melek	Creation and Initiation of Level 2 (falling platform) - barebones commit
2022-05-06	George Melek	Initial set-up of Plastic workspace and environment
2022-05-06	George Melek and Gabriel Khalifé	Added basic Level 1 and 2 that were developed prior (Maze and Falling platform scene, accordingly)
2022-05-10	George Melek	Added timer, walls, and Lava to Level 2
2022-05-13	George Melek	Level 2 - Bug fix for the KillZone and respawning at correct location
2022-05-15	George Melek	Level 2 - Final Commit - Added random tiles feature, ceiling, torches, final platform check, and added audio for jumping and dying

2022-05-02	Gabriel Khalifa	Level Design and Idea Building
2022-05-03	Gabriel Khalifa	Level Design and Idea Building
2022-05-04	Gabriel Khalifa	Level Design and Idea Building
2022-05-05	Gabriel Khalifa	Finish Building of initial maze, implementing door and key features
2022-05-06	Gabriel Khalifa	Implement flashlight
2022-05-07	Gabriel Khalifa	Official First merge (Plastic Haste)
2022-05-08	Gabriel Khalifa	Adding Lava to the floor that kills on contact. Start of development for navmesh agent
2022-05-09	Gabriel Khalifa	Adding Walls + Textures from unity asset store
2022-05-10	Gabriel Khalifa	Navmesh agent code is finished, now import unity asset store mannequin
2022-05-11	Gabriel Khalifa	Enemies have been finished. Extend map and create spawn areas for the enemies
2022-05-11	Gabriel Khalifa	Create light and torches to add aesthetic
2022-05-12	Gabriel Khalifa	Merge completion with Level 2. Enemy Officially done
2022-05-13	Gabriel Khalifa	Implementation of the Bens, Creation of Ben for level 1 as well as audios
2022-05-14	Gabriel Khalifa	Audios in the game finished
2022-05-15	Gabriel Khalifa	Ben is Finished start of making UI Screens
2022-05-16	Gabriel Khalifa	Main menu, Game over, and Victory Screen is done
2022-05-17	Gabriel Khalifa	Help Finish and add finishing touches to all levels after merge, and help finish work document.

2022-05-04	Jason Chan	Installing and Learning Blender
2022-05-05	Jason Chan	Learning Blender
2022-05-07	Jason Chan	Building Ben Model
2022-05-08	Jason Chan	Finished Building Ben
2022-05-13	Jason Chan	Level Design and Ideas Building
2022-05-14	Jason Chan	Map Building for Level 3
2022-05-15	Jason Chan	Worked on Game Design Document
2022-05-16	Jason Chan	Finished level 3. Implementation of Ben, the mechanics of the boss fight, the player fighting back, audio, etc.
2022-05-16	Jason Chan	Merging and putting finishing touches on level 3. Finishing game design document.

[illegible]