Date	Contributor(s)	Description	train									
	George Melek	Creation and Initiation of Level 2 (falling platform level) - barebones commit										
	George Melek	Initial set-up of Plastic workspace and environment					_					
		Added basic Level 1 and 2 that were developed prior (Maze and Falling platform scene, accordingly)			1							
2022-05-10	George Melek	Added timer, walls, and Lava to Level 2			/main/Gabriel_Branch							
2022 06 12	George Melek	Level 2 - Bug fix for the KillZone and respawning at correct location				0-0-0-0-0-						
2022-00-13	George Melek											
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 Khalfin	Level Design and Idea Building										
	Gabriel Khalfin											
		Level Design and Idea Building										
	Gabriel Khalfin	Level Design and Idea Building				<b>──</b> ○ <b>─</b> ○ <b>─</b> ○		-				
2022-05-05	Gabriel Khalfin	Finish Building of inital maze, implemtning door and key features				Ţ			X -	0 0 0		
	Gabriel Khalfin	Implemen flashlight	X						/ \			
	Gabriel Khalfin			/main/George B	anch .				/ \			
		Offical First merge (Plastic Hastle)							6			
2022-05-08	Gabriel Khalfin	Adding Lava to the floor that kills on contact. Start of development for navmesh agent							\			
2022-05-09	Gabriel Khalfin	Adding Walls + Textures from unity asset store							\_			
2022 06 10	Gabriel Khalfin	Navmesh agent code is finished, now import unity asset store mannequin		/main/Gabriel khallin Enemy check					\^	eain/lasse_Branch		
			- a						a(	0-		
	Gabriel Khalfin	Enemeies have been finished, Extend map and create spawn areas for the enemies										
2022-05-11	Gabriel Khalfin	Create lighint and torches to add astetic	-				) <del>-</del>				0-0-0-0-0	
2022-05-12	Gabriel Khalfin	Megre completion with Level 2. Enemy Officially done	~			<del></del>					9-9-0-0-G	
2022 05 12	Gabriel Khalfin	Implementation of the Bens, Creation of Ben for level 1 as well as audios	_ \							1		
			_ \									
	Gabriel Khalfin	Audios in the game finished	\	abriel_sounds						/main/Gabri el_Finished		
2022-05-15	Gabriel Khalfin	Ben is Finished start of making UI Screes	1 -							1		
	Gabriel Khalfin	Main menu, Game over, and Victory Screen is done				/						
	Gabriel Khalfin					/				=		
2022-05-17	Gabriei Khaltin	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				-		-				
	Jason Chan	Learning Blender										
	Jason Chan	Building Ben Model	6420000 540-6674	(f) exhaulted to the control of		feste						
	Jason Chan	Finished Building Ben	647/2022 13:00 PM	Inconstruction of construction		Senio .						
2022-05-13	Jason Chan	Level Design and Idea Building	5(17)2022 12:42:50 PM 5(17)2022 12:25:54 PM	<ul> <li>jason.chan@cix.csi.cury.edu</li> <li>gabrioti/traffe@cix.csi.cury.edu</li> </ul>								
	Jason Chan	Map Building for Level 3	5(17)(2022 12:25:54 PM 5(17)(2022 11:39:17 AM	<ul> <li>gabrielkhallingickeskeury.edu</li> </ul>								
			5(17)2022 11:34:23 AM	<ul> <li>gabrielkhallingickeskeury.edu</li> </ul>								
	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.	517/2022 10:50:43 AM 517/2022 10:50:03 AM		Cable Inerged Jason to Iran							
2022 05 16	Jason Chan	Merging and putting finishing touches on level 3. Finishing game design document.	5(17)2022 10:50:03 AM									
2022-00-10	Jason Chan	merging and patting intesting touches on level 3. I misting game design document.	5/17/2022 4:18:51 AM									
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