**Developmental Log**

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| **Entry** | **Date** | **Tasks Completed** | **Challenged Faced** | **Next Steps** |
| 1 | 1/7/2025 | Set up Unity | Not knowing fully what I am going to put inside my game and thus | Start designing the player |
| 2 | 11/7/2025 | Made the player | Still not satisfied with it but I need to move to the next part | Design start screen |
| 3 | 13/7/2025 | Scrapped the plan. Need to re-start the project | I realised that I have been doing this wrong and I must restart | Remake the schedule |
| 4 | 13/7/2025 | Remade the schedule | Time wasted rethinking the schedule | Start the project again |