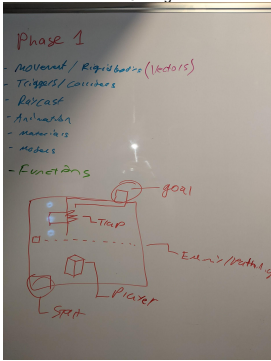


Day:	School/Home	Work Done	Planning	Download / View Link	Game 1 "Build" file
2	Home	<p>Learned about physics and player movement (vectors), Introduced triggers, colliders, and materials. Explored 3d modeling and functions.</p>		<a href="https://drive.google.com/drive/folders/1UESLe2P1-EXkegs5yXXeaW7859dym4JQ?usp=sharing">https://drive.google.com/drive/folders/1UESLe2P1-EXkegs5yXXeaW7859dym4JQ?usp=sharing</a>	<p><a href="https://drive.google.com/drive/folders/1CuSFVKm9pnGm2K8h6UA_rQC2_9Ms1FcP?usp=sharing">https://drive.google.com/drive/folders/1CuSFVKm9pnGm2K8h6UA_rQC2_9Ms1FcP?usp=sharing</a></p> <p>First Demo</p> <p>NA</p>
3	School	<p>Introduced scene chainging, respawning, UI elements such as buttons and text. Learned how to "build" a game so that it is an executable and can be played</p>	NA	<a href="https://drive.google.com/drive/folders/1UESLe2P1-EXkegs5yXXeaW7859dym4JQ?usp=sharing">https://drive.google.com/drive/folders/1UESLe2P1-EXkegs5yXXeaW7859dym4JQ?usp=sharing</a>	
4	Home	<p>Today we begun our plan for the main game. We also started making objects and putting everything to gether for the tutorial part of the game.</p>	→	<p>See Planning here: <a href="https://jamboard.google.com/d/1ABg5gFsAKXb5g8o4YJOW-Dvn0mo5zeBqQtI7LWcY4dE/edit?usp=sharing">https://jamboard.google.com/d/1ABg5gFsAKXb5g8o4YJOW-Dvn0mo5zeBqQtI7LWcY4dE/edit?usp=sharing</a></p>	

5	School	Today we started creating another level for our game. We also continued to work on the tutorial level and got the main menu in to a working state.	-->	See Planning here: <a href="https://jamboard.google.com/d/1ABg5gFsAKXb5g8o4YJOW-Dvn0mo5zeBgQtI7LWcY4dE/edit?usp=sharing">https://jamboard.google.com/d/1ABg5gFsAKXb5g8o4YJOW-Dvn0mo5zeBgQtI7LWcY4dE/edit?usp=sharing</a>
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6	Home	NA	NA
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7	School	Finished the tutorial. implemented the save game function (it is automatic) and planned out the storyline / how we are going to set up everything.	NA
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8	Home	Added generator sound effects, added textures to walls in the tutorial area, created indoor lighting effect that will be used in all scenes. finally fixed a player	NA
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scenes, finally fixed a player movement bug.

9	School	Finished fixing bugs in tutorial level. Created explosion effect for robots. Started designing and implementing the second level.	NA
10	Home	Added visual waypoints to tutorial, added loading screen in scene transitions. Also added an "escape" window so that you can pause the game or go back to the main menu.	NA
11	School	Created code challenge for level 3. Finished the design of level 3. fixed some bugs. Created new waypoint system in level 2. Worked on helicopter animation for level 3.	NA

12	Home	Finished up some design stuff in level 2. Added lighting in level 2. Fixed some bugs. Changed saving system so that you can access all the levels.	NA
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13	School	Fixed bugs, fixed rotation of follow enemies. Added the actual final level. Fixed save system so that all levels can be loaded. Updated planning window.	NA
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14	Home	NA	NA
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15	School	Fixed bugs. Added in health and the ability to take damage based on the distance to the explodable robots. fixed vision so that it would go to the new death	NA
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would go to the new death  
ui. Changed death ui so that  
it takes you back to the  
main menu instead of a  
"safe location".

16 & 17

Home

Added options menu  
settings, added audio logs,  
added bg music, fixed bugs  
etc...

NA