**Project Log**

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| Tasks | Period | Nguyen Dang Huu (hrs) | Phan Duy Nhat Tan (Hrs) | remarks |
| Lift off day 1 | 14/05/2018 | 8 | 8 | attending workshops |
| Lift off day 2 | 15/05/2018 | 8 | 8 | attending workshops |
| Team meeting to identify main features and dividing tasks | 16/05/2018 | 5 | 5 | Searching through the internet to identify possible features  Dividing tasks as both doing full-stack |
| Installing Unity and Blender and Experimenting with the environments | 18-21/05/2018 | 8 | 8 | Installing the software  Watching Mission Control videos on Game Development  Experimenting the software |
| Designing the player, including model and animation | 23-27/05/2018 | 10 | 10 | Using blender to design the model of main player  Doing the basic moving and transforming animation |
| Back-end developments in unity | 29-31/05/2018 | 6 | 6 | Implementing code for movements and coin collecting |
| Doing Milestone 1 | 02/06/2018 | 5 | 5 | Working on Milestone 1 |

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|  | Nguyen Dang Huu (hrs) | Phan Duy Nhat Tan (Hrs) |
| total | 50 | 50 |