**Development Log**

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| Week 1 | Setting up Unity (Updates, preferences, etc.) |
| Week 2 | Thinking of good prototype game ideas to show off programming techniques that will be learned in class. |
| Week 3 | Creating the 3D polygon objects, lights, scenes, etc. |
| Week 4 | N/A |
| Week 5 | Making the level layouts. |
| Week 6 | Adding the core scripts for Player, Enemy and Health |
| Week 7 | Adding healthbar, coin system, level progression. |
| Week 8 | N/A |
| Week 9 | Adding Title Page, Instructions and End Game Page. |
| Week 10 | Testing and finishing touches. |
| Week 11 | Weekly Exercises |
| Week 12 | Weekly Exercises |