**Production log**

I started by making a plan for adding the criteria, this is what I needed to include.

* + Technical, tools and features
  + Programming fundamentals
  + Variables, if statements, loops, arrays, functions, and classes
  + Gameplay loop
  + Mechanics

**What is a function**

A function is a way of packaging code that does something and then returns the value.

**What’s an if statement**

An if statement is Use if to specify a block of code to be executed if a specified condition is true.

**What is a loop**

A loop repeats a statement or a group of statements while a given condition is true.

**What’s an Arrays?**

Arrays make it easier to organize and operate on large amounts of data.

**What is a class**

classes support polymorphism, inheritance and provide the concept of derived classes and base classes.

**What’s a Variable.**

A Variables represent storage locations.

I started by making my own physics and collisions which covered if statements variables classes and functions.

I decided I wanted to add a moving platform which used a loop

I used a YouTube video to help make the moving platform.

I then needed to add UI and UX so I added a menu and a timer.

I used unity to make these adding it to my canvas and then programming the buttons in visual studios.

I then added my collectable. After making my own assets in 3ds max.

I also added a check point using my own assets from 3ds max.