Log for Over the Break

# 12/24/18

Some minor set backs to the project from the android part. I had to send in my computer for repair due to it constantly blue screening. This will not stop me from continuing my project. I have been using my sisters computer, which is a mac, for the project. I’ve been using Xcode and Cocos2d-x still to do the game. Cocos2d-x is uses CPP. I’ve never used CPP a lot so I have been learning as I been going.