Log for Week 5

# 1/10/19

Today I completely changed the game engine I was trying to do since it was not working from the beginning. I should have done this much early because now I am behind and don’t feel like I can catch up. The new game engine I decided to start using is called Godot. It is written in C and C++ which works perfectly because all of vacation I was getting strong with writing in C++. I’ve been watching a lot of YouTube videos to see how to move around and use Godot. I’ve seem to have the hang of it. I will be starting the proposal being that it should have been done a while ago.