Work Log for ***Fly or Die Game***

Group Member: Aadar Gupta

|  |  |  |
| --- | --- | --- |
| Date | Aadar Gupta | Time  Spent |
| Tuesday  Nov 7 | Came up with a revised idea and wrote proposal, pseudocode, and created storyboard for game. | 95 minutes |
| Wednesday Nov 8 | Discussed project with teacher and gave a pitch about my game | 5-10 minutes |
| Wednesday Nov 8 | Started the game, created the important variables and created the beginning screen, as well as the player class | 80 minutes |
| Thursday Nov 9 | Created classes for mobs, boss, bullets, win screen, explosion, etc. | 150 minutes |
| Friday  Nov 10 | Started work on the actual program loop, which will run the game using the classes | 110 minutes |
| Saturday  Nov 11 | Added power ups for the player for bonus feature and finished up some last essential parts of the game | 60 minutes |
|  | Total: | 500 – 550 minutes (approximately 8 hours) |