**Development log formatting**

* Beginning work on new features should be highlighted in DARK BLUE
* Work on new features should be highlighted in LIGHT BLUE (it is assumed that features will also have full complimenting designs)
* Work on fixing bugs should be highlighted in ORANGE



* When a bug is found it should be highlighted in RED
* When a bug is fixed it should be highlighted in YELLOW
* When a new feature is completed it should be highlighted in GREEN
* Version releases should be clearly separated from the rest of the dev log, highlighted in PINK and the main body should be in *italics*

Example

**17/11/2017 - log**

* 11:45 found bug – when planets collide they phase through one another
* 12:50 work on bug – found source of bug collision detection not being called



* 12:00 fixed bug – planets no longer phase through one another on collision
* 12:10 started work on new feature – planets heat up on collision
* 12:30 worked on feature – planet collision heat math worked out
* 12:35 worked on feature – planet heat math implemented
* 12:45 finished feature – planet heat on collision implemented fully
* 12:50 started work on new feature – new textures for gas giants
* 13:45 finished feature – new textures for gas giants

**17/11/2017 – release**

* *Fixed bug where planets phased through one another on collision instead of going through proper collision procedure*
* *Added feature where planets heat up on collision*
* *Added 75 new textures for gas giants*