**Update 1 - 24th March 2025**

* Started off with pygame template
* Created basic class for the player’s character with the character’s dimensions
  + Needed a class because player later on will have methods like certain actions such as picking up collectibles, interacting with buttons and that so it would keep things organised by having a class and everything the player can do with their character in one place.
    - This also is needed because later on, I will be adding properties of the player’s character, such as their health and any other reasonable properties
      * Maybe health affects speed? (lower hp -> slower running speed)
* Added very basic movement system, very temporary
  + Did this because first I need to get a grasp of how I can get the player’s character to start moving. I initially tried to use a while loops, but I noticed that it just froze the game. This is because when you use a while loop to detect when the key is being held down, it waits for you to let go before continuing, freezing the game. I wanted to do this because I thought what it would do was temporarily cause the character to move for the duration of it being held down, but I failed to notice that, since the while loop only runs what is inside of it, it wont turn it back off the moving condition when I stop holding the key, you cant really do that. This lead me to find out about dictionaries for this movement system, since I can make a dictionary that says like, each key references a different movement condition, like ‘A’ references the moving left condition (a variable), and when that variable is set to True, the character’s X position is changed
    - Discovered that dictionaries could work for this, so I don’t have to use a thousand if statements for basic movements. Kind of have an idea for this, if I make a dictionary with the keys being the pygame key events, like ‘pygame.K\_w’, and then have the value pair be the movement conditions (left right up down),
* Added a variable which is a list of all the sprites in the game. This may be useful later on because I will need to hold the sprites somewhere so they can be referenced. \*\*Might need more lists later for different sprites, like one specifically for all the platforms, etc.
  + Needed for detecting collisions between player and blocks, so that the player doesn’t just fall through the ground for example.
* Temporarily added a line of code that draws a circle, just using this for now as the character to test the movement to make sure it works.

**Update 2 – 25th March 2025**

* Created new files for levels. My game will have levels so I will be doing this by having other files that are the levels, then importing them like modules to be drawn into the main game every time a player beats a level.