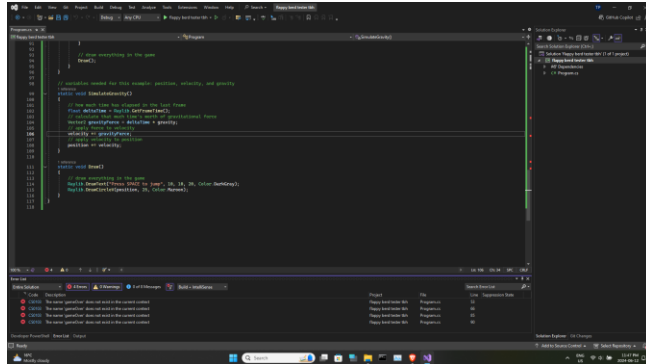June 12ᵗʰ, 2024

1ˢᵗ code revision: starting out, and already found bugs/errors

2ⁿᵈ code revision: polishing/removing small stuff

3ʳᵈ code revision: removed the "Press R to restart" parts and made it so that when the bird hits the ground/ceiling, the game window would close.

Planned to make it so that when the bird hits other obstacles (laser walls), the game window would close as well.

(later on, Muhammed pointed out that my game was incorrectly closing after the bird touches the ceiling/ground, but since it doesn't affect the game's functionality in any way, it didn't matter too much)
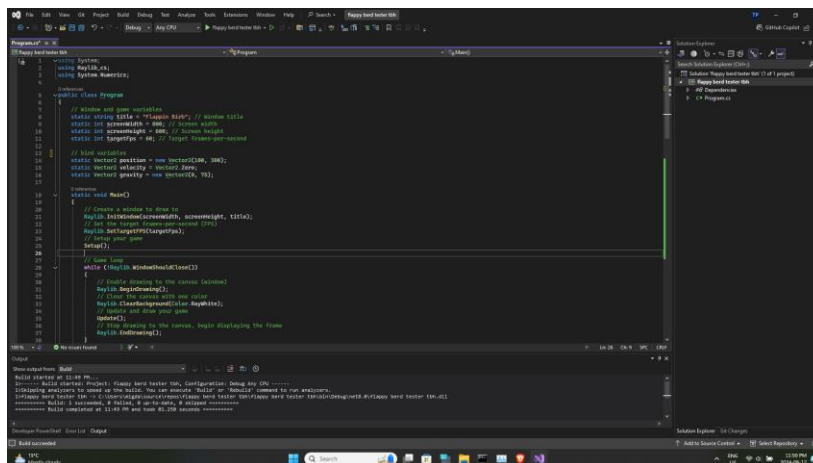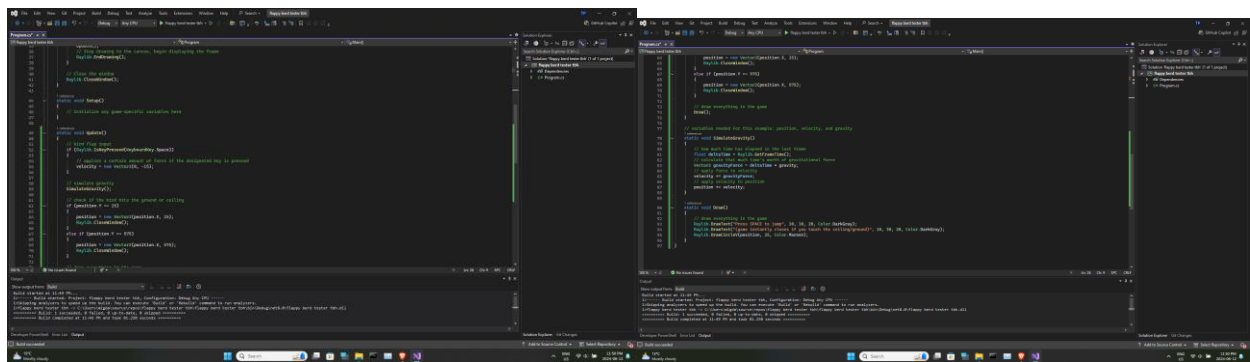
June 13th, 2024

4th code revision: added classes/rewrote some parts of the code, and added class for the bird as well

(had an issue where the code would display a "build error" message when I tried to test it, worked before multiple times when I ran the program, instructor told me it could be several things, like small updates, changes, etc. Turns out I forgot a semicolon at the end of "using flappy berd tester tbh")
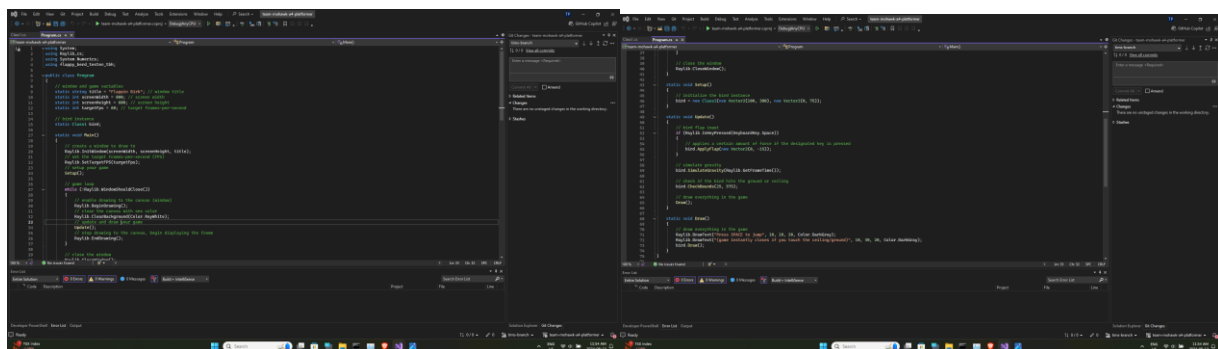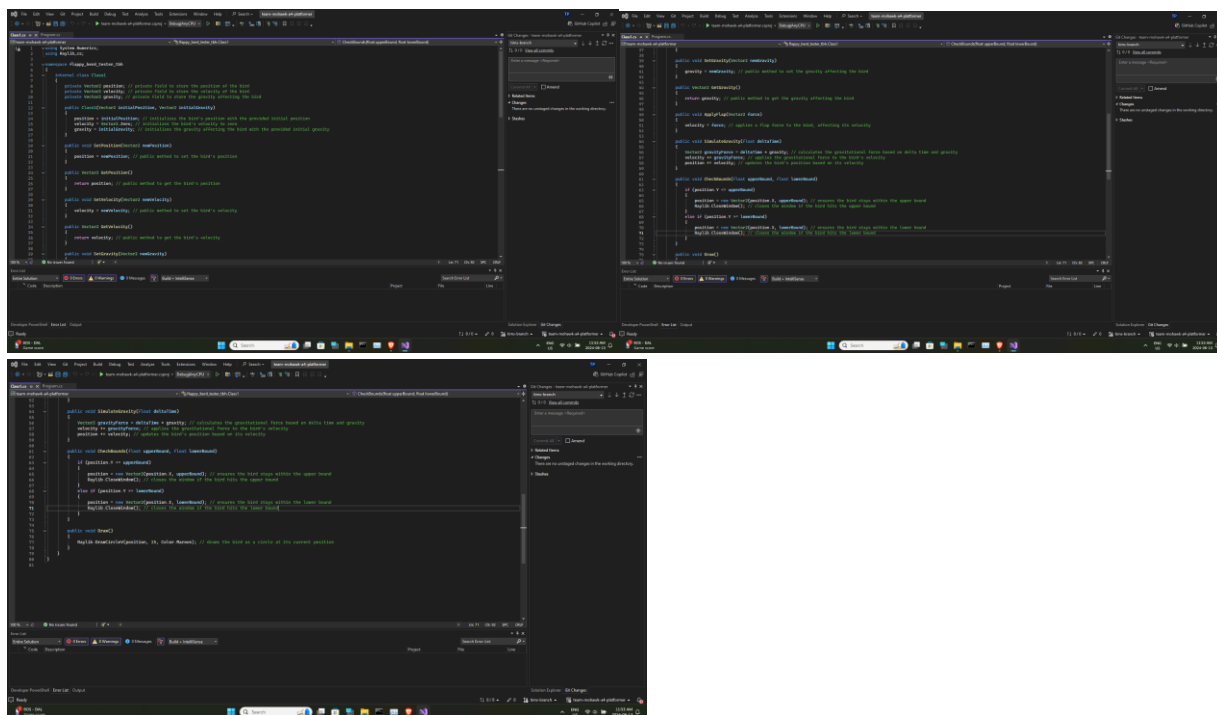
4.5th code revision: changed certain stuff from "flappy berd tester tbh" to "team_mohawk_a4_platformer"