**November 5th 2020**

Github repository has been created.

Initial idea has been thought of – Side scrolling dungeon runner game with combat and making use of a virtual gamepad.

**November 12th 2020**

Sprites have been created for the player, enemy and flooring.

**November 14th 2020**

Floor has been implemented and a circle has been drawn for player until sprite implementation.

**November 15th 2020**

Joystick implementation has been started.

**November 20th 2020**

Joystick has changed from 360-degree joystick to slider joystick

Jump button has been drawn into the game also.

**November 27thth 2020**

Jumping and movement is working.

A rectangle has been drawn in for the enemy until sprite implementation.

**December 2nd 2020**

Collision has been implemented between player and enemy.

Sprite background has been created but not yet implemented.

**December 3rd 2020**

Code has been cleaned up and separate scripts have been created for more readability.