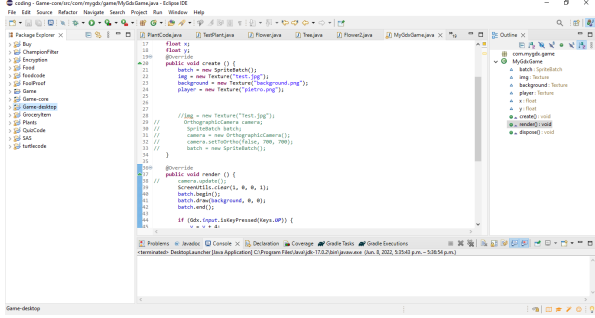
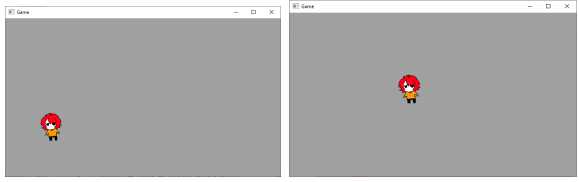
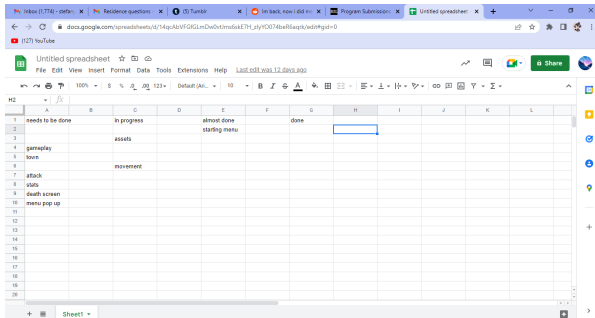
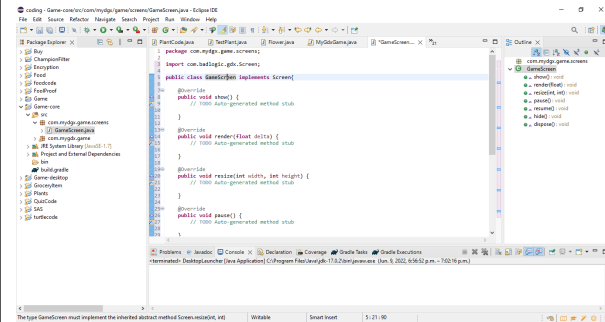


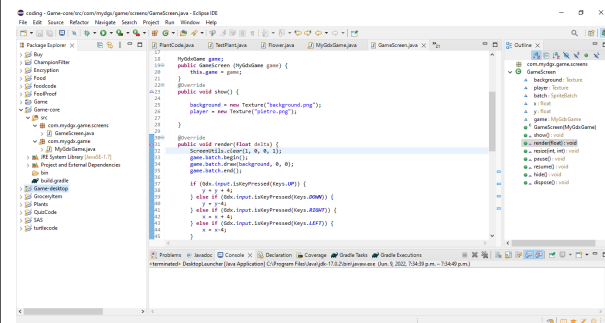
Date/time	Things done	Things to do
2022-06-07 A while	-Drawing the assets -looking at tutorials	coding
2022-06-08 40 minutes	<p>-Exported libGDX into eclipse. -Changed the sizing of the game to 700 x 400 pixels -made the background gray for the current moment. -Coded the ability to walk</p>  <p>code</p>  <p>Moving</p> <p>-made the AGILE kanban</p> 	A start menu
2022-06-09 1 hour 30 minutes	<p>-Implemented a screen package and created two classes called MenuScreen and GameScreen. -Moved all the previous code into GameScreen -made a menu including the option to exit out or play. -When interacting with the buttons they turn</p>	Create the game screen map

yellow.

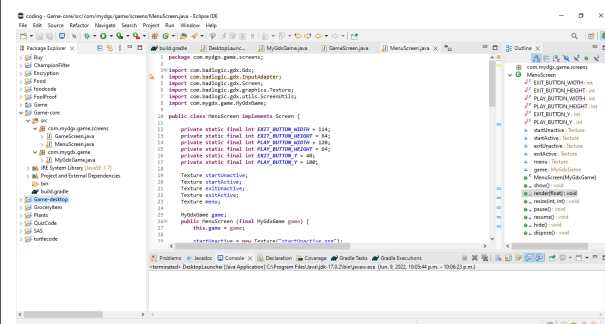
-Fixed the movement buttons so when you press up and right you go up and right at the same time.



Implemented the screens



Transferred the code into the screens



Created the menu

Made it so the menu will load first

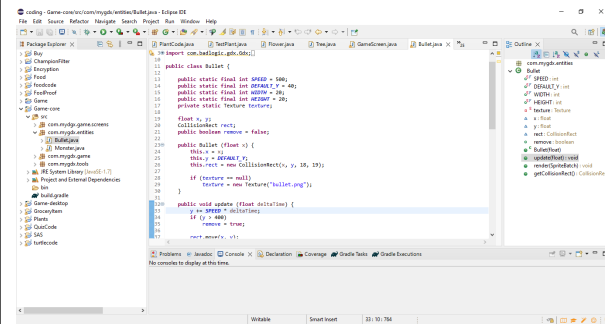


Placeholder menu screen

2022 06 13
30 minutes

- created entities package
- created bullets
- started work on the map on tiled
- created town class

Make them shoot

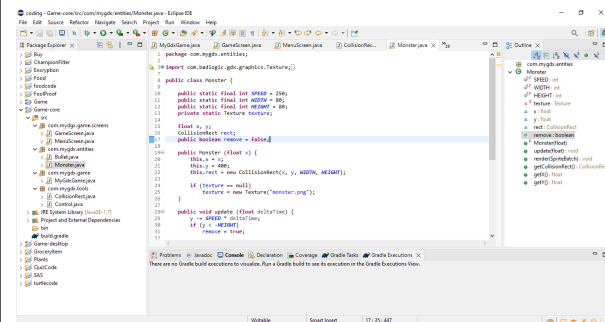


Bullets class

2022 06 14
30 minutes

- made it so the bullets can shoot (only up for now still need to fix that)
- created monster class

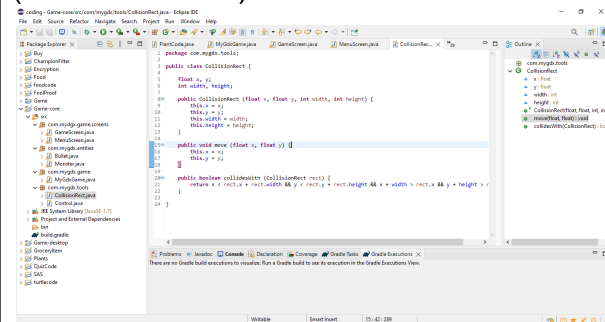
Collision



2022 06 15
30 minutes

- created collision frame work
- (the collision stuff)

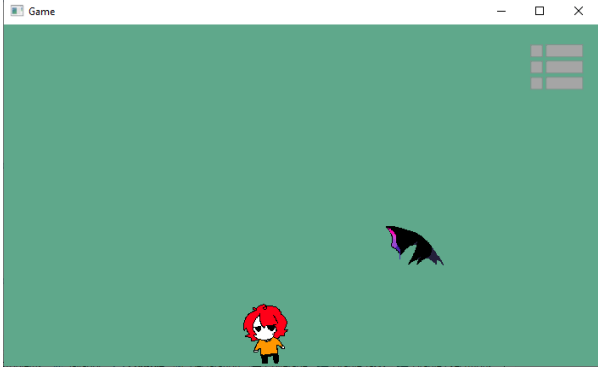
String them all together into the actual game



2022 06 17
50 minutes

- programmed the monsters speed
- programmed spawning monsters
- programmed collision with the monsters
- kills monsters
- players collision

Pause screen

	 <p>(monsters spawn and move and you can kill them to death with bullets trust)</p>	
2022 06 18 50 mins	<p>-polished the game -tried to make a pause screen but it didn't work</p>	The end