10 Hour Log

Time (Hours)	Description
1	Created the repository and gantt chart
0.5	Created classes for in game objects
1	Created variables for each class
1	Researched Python A.I. framework
1.5	Developed A.I. learning for in game objects
1.5	Researched Python collision detection
0.5	Debugged errors in source code
0.5	Designed additional in game object sprites
0.5	Researched mouse hover detection
1	Implemented collision for moving objects in-game
0.25	Tested hover detection for stationary game objects using color fade
1	Implemented fading hover detection for stationary objects in game
1	Implemented death actions and game ending screens/restart commands

Dates

4/11/18
4/13/18
4/17-4/19/18
4/17/18
4/19/18
5/15-5/21/18
5/21/18
5/21/18
5/22/18
5/22/18
5/22/18
5/22/18
5/22/18