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| DATE | Task Accomplished | Plans for Next Day |
| Tuesday May 8th | Set up the initial game background with ball and paddle. Got the movement of the paddle done with the arrow keys. | Get the ball moving around the screen and collision detection with the paddle or add in bricks. |
| Wednesday, May 9th | Got the ball moving around the screen as well as the collision detection between the ball and the paddle. | Draw in some bricks on the screen and get collision detection added in. |
| Friday, May 11th | Created a new LevelCreator class and drew the bricks onto the screen. | Test for collision detection between the ball and the brick and delete that brick. |
| Wednesday, May 16th | Added collision detection between the ball and the bricks and bricks are erased. | Add in a scoring system to the game. |
| Tuesday, May 22nd | Added scoring system that displays on screen and also play again when player presses enter. | Add the loading screen before the gameplay. |
| Thursday, May 24th | Added the loading screen with a key listener for space bar to start the game | Finish up aspects of the gameplay |
| Monday, May 28th | Improved loading screen with implemented JButtons and added more sprites. | Finishing touches for the score and put in instructions page and keep track of highscore. |

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