* Day1:
  + Tuesday 11/24/2020
  + Development lasted 4 hours 53 minutes and 50 seconds.
  + Can create a window and render an image to that window. Currently, the image that is rendered is complete red.
    - Has been tested
  + Input Done
    - Has been tested
  + Basic game loop is done.
    - Not tested
    - Sort is also done
  + Image Rendering is not done.
    - Images do not have true alpha rendering. (ADD LATER IF NECESSARY)
    - Cannot render transformed images yet.
      * Scale, translated, and rotated images
  + Image Loader has not been started
  + Audio has not been started either.
  + TIME LEFT FOR SPRINT1 => 3:06:10
  + TOTAL TIME LEFT => 19:06:10
* Day2:
  + Friday 11/27/2020
  + 3:06:10 + 1:51:36
  + Development lasted 4 hours 57 minutes and 46 seconds.
  + Image Loader completed
  + Image Rendering completed
  + Padding errors fixed
  + Not part of requirements but:
    - File loading complete
  + Sprint1 is completed
    - Note that Audio has not been started. It will be moved into the next sprint
  + TIME LEFT FOR SPRINT1 => -1:51:36
  + TIME LEFT FOR SPRINT2 => 6:08:24
  + TOTAL TIME LEFT => 14:08:24
* Day3ish:
  + Finished 12/21/20. Started like 2 weeks ago
  + 6:08:24
  + Development lasted 6 hours 08 minutes and 24 seconds.
  + Game logic mostly completed but not tested.
  + Most art assets completed.
  + Player added
  + Tetris block added
  + Tetris board added
  + Global controller added
  + Started audio programming
  + Attacking and Defending not added
  + Sprint2 is completed
    - Audio has not been completed but will be completed when creating the song
    - Note that the audio code added is not enough to complete the first audio issue.
  + TOTAL TIME LEFT => 8:00:00
* Day 4ish
  + Everything but AI and audio Adjustments were finished kinda.
  + Gameplay works with some bugs due to holding
  + Gameplay speeds up too fast
  + 2 player mode does not work properly
    - Must use 2 xinput controllers
  + Audio adjustments do not work.
  + With some polish, it can go from a beta to a full fledge game.
    - This is what the overtime section will be.
* Overtime
  + This will be the time after development to fix different things and make it playable.
  + 2 releases will be done.
    - The 24 work hour version
    - The overtime version
  + Overtime will have the additional time taken added on to development.
    - Currently about 30 minutes.
  + Total Additional Time: 5:27:25.07
    - Gameplay was fixed to reduce bugs
    - Audio now works properly with volume control
    - Some additional polish on the title screen and gameplay screen
    - Keyboard can be used if gamepad not connected.
      * 1st player always gamepad if one is connected
      * 2nd player always gamepad if a second is connected