

Who	What	Time
Janice	<ul style="list-style-type: none"> • Creating instructions and outline 	Dec 14
Irene	<ul style="list-style-type: none"> • Creating cardlayout, main screens and other panels 	Dec 20
Irene	<ul style="list-style-type: none"> • Working on the grocery game <ul style="list-style-type: none"> ◦ Creating grocery items object and the cart object ◦ Adding keylistener to the cart 	Dec 22
Irene	<ul style="list-style-type: none"> • Creating ingredients graphics • Creating kitchen background graphics 	Dec 26
Janice	<ul style="list-style-type: none"> • Fixed the moving ingredients code • Creating recipes and meal graphics 	Dec 26
Irene	<ul style="list-style-type: none"> • Work on collision 	Dec 27-28
Janice	<ul style="list-style-type: none"> • Working on grocery game <ul style="list-style-type: none"> ◦ Working on collision(finished) ◦ Simplified grocery items code 	Dec 28
Irene	<ul style="list-style-type: none"> • Start the kitchen panel • Start the meals, parent and child classes 	Dec 30
Irene	<ul style="list-style-type: none"> • Started the map and kitchen panel class 	Jan 9
Janice	<ul style="list-style-type: none"> • Drew up the map background and title 	Jan 9
Janice	<ul style="list-style-type: none"> • Coded buttons and functionality for the map • Coding the relooping of the grocery game 	Jan 10
Irene	<ul style="list-style-type: none"> • Recipe book class code • Coded the health bar class • Worked on the kitchen panel 	Jan 12
Janice	<ul style="list-style-type: none"> • Created menu food cards 	Jan 12
Irene	<ul style="list-style-type: none"> • Worked on the fridge panel <ul style="list-style-type: none"> ◦ Storing caught items in the fridge 	Jan 13
Janice + Irene	<ul style="list-style-type: none"> • We struggle with the Frigo 	Jan 16
Irene	<ul style="list-style-type: none"> • Trying to store items in fridge, not 	Jan 17

Who	What	Time
	working logically <ul style="list-style-type: none"> • Making of the MealDeck 	
Janice + Irene	<ul style="list-style-type: none"> • Finished it • Collision with the storage • Health Bar • Allowing player to cook meals • Finishing 	Jan 18