

Work log – Sampo Haikonen

Week 44

Working on Map and Makefile 3H

Week 45

Working on Map, Rooms, Walls 3H

Week 46

Working on random map generation and room traversing 6H

Week 47

Working on room traversing and fixing enemy movement 4H

Week 48

Working on items, item collision, player inventory 5H

Week 49

Working on more items, final boss, documentation and Doxygen generated code documentation 8H

Commit log found on gitlab.