

### **3.11-6.11 General setup: workload 3hrs**

Setting up SFML etc.

### **8.11-10.11 Initial version of enemy and items: workload 3.5hrs**

Figuring out SFML

Making rough versions of an enemy and some items

### **16.11-18.11 Collider: workload 4hrs**

Writing the collider class and testing it

### **23.11-26.11 Collider: workload 5hrs**

Implementing the collider to work with other classes

Enemies can be killed

Can't move through walls

Projectiles work as intended

Player can take damage

### **2.12-4.12 Miscellaneous fixes and some documentation: workload 3.5hrs**

Timer for consuming potions

Speed potion active for set time

Etc.

### **8.12 Added music and sound effects: workload 2hrs**

Shooting sound

enemy death sound

Player take damage sound

### **11.12 Added more sound effects**

Item pick up sound

Potion drink sound

Improved implementation