1- Created basic empty classes

2- planned out what to do with each class

3- fixing buildpath bugs

4- started adding basic game/menu

5- used previous projects for inspiration on outline of movements (used for framework)

6- removal of unnecessary files and movement working smoothly

7- basic gui working for game/menu

8- inventory added

9- menu finished

10- resources created (items

11- GUI updates

12- tile class

13- tile class finished (grass tiles)

14- Inventory/tile implementation

15- created test launch to test everything

16- InputHandler and basic inventory pickup

17- basic pause function and movements worked on

18- rendering of player

19- More resources

20- start on Projectiles

21- start on Health bars

22- Projectiles continued

23- Health bars finished

24- Health pickups added

25- Monsters started

26- implementing monsters/projectiles (projectiles finished)

27- Health working for Player/Monsters

28- ensuring that player is in middle of screen and walls work

29- Pickups

30- Balances in Speed, damage, etc.

31- Rendering fully finished

32- fixed hp bars and added full comments

33- 31/01/2018 due date