**WIP Journal**

December 19

Added multi screens. These include the game, instructions, and stats screen as well as the menu which also doubles as a title screen. This was a very simple concept to create and implement. I spent some time becoming familiar with libGDX since I have never used it before.

December 21

Button scratch to isolate and test our button code. This allowed us to start creating menus for our game, such as the start menu. Allowed us to start learning about input handling. We tested Sine Line form the play store to see if it could give us any direction. This showed us a better way to make our player move.

January 9

Implemented the button scratch into the main game. Mostly successful with minor bugs. The instructions screen kept crashing. We also added an option to go back to the main menu screen from any other screen by pressing escape.

January 12

Fixed bugs in menu and multi screens and replaced temporary images for buttons and most screens. Now the buttons on the Menu seamlessly links you to the screens of the game. Added player scratch which show how we plan to make the player move.

January 15

Added the player to the main game. This wasn’t that tricky to do however we encountered a bug early on. Since the camera would follow the player it was eventually going above the background. We fixed this by making the background’s y coordinate move with the camera.

January 17

After a couple of days, we managed to make the player rotate with its direction. The player now rotates back and forth depending on if it’s moving left or right. We had troubles trying to get it’s rotation right but eventually we managed to figure it out.

January 18

Obstacles were added to the main game. We had troubles originally with the random procedural generation as neither of us had attempted anything like it. Eventually we managed to get a basic kind of random generation to work and we got obstacles added into the game. We also had problems with collision detection. This was because we originally wanted to have a triangle hitbox for the player but eventually settled against it.

January 23

Added scoring and streaks. This actually wasn’t that difficult however there was a bug with streaks which we’d have fixed if we had time.