4/23/19: We started working on making a home screen, but not much was done because we didn’t know what we were doing.

4/24/19: We were finally able to get a home screen to work with flying asteroids. We did this by creating two JPanels and setting different panels visible when we want to call it. The problem is that because we add both JPanels, only the later one gets called so the home screen doesn’t show up unless we don’t add the gameScreen. We also finished up some of the aesthetics, like making a nicer background and importing an image for our title.

4/25/19: We continued to improve the aesthetics of our game by importing different images for our play button. We used two variables, mouseX and mouseY, to track the location of the mouse. We implemented MouseMotionListener that called the function MouseMoved whenever the mouse is moved. We changed mouseX and mouseY and used it to determine whether the mouse is over the play button. We also managed to figure out how to switch between the different panels using an Boolean variable to check if the button is pressed. Using a Boolean that switches to true if the mouse is pressed on the button, we set the visibility of homeScreen to false and gameScreen to true.