| Muhammad | Irfan |
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| May 31: | May 31: |
| June 1: Began working on beta code, Editing the score class of the 5.3 homework to match our needs | June 1: Began working on gun and score class |
| June 2: created bullet class so that the bullets launch out of the gun when user clicks | June 2: Adjusted the collision in the GamePanel class |
| June 3: | June 3: |
| June 4: | June 4: |
| June 5: Updated UML | June 5: Put Finishing touches on the Alpha code |
| June 6: finished pitch | June 6: finished pitch |
| June 7: | June 7: |
| June 8: Incorporated main menu with buttons and background image | June 8:added images to the gun, bullet, and alien. |
| June 9: | June 9: Began working on sprites |
| June 10: | June 10: |
| June 11: | June 11: |
| June 12: worked on adding a timer | June 12: |
| June 13: Edited menu buttons | June 13: finished timer code |
| June 14: | June 14: Fully incorporated sprites into the code |
| June 15: updated UML and submitted Beta, Fixed bug with menu | June 15: |
| June 16: | June 16: |
| June 17: worked on the obstacle class to add depth to the game | June 17: worked on implementing power ups to also add depth to the game |
| June 18: added image to the obstacle and added comments | June 18: added music |