

## Daily Worklog

Date	Eric	Elliot
May 30	Created group, came up with space invaders idea	
May 31	Created github collaboration file Created GamePanel class(copied pong code as base) Created PlayerShip class and made all the methods and variables Created Projectile class and started work on methods and variables	Created Score class Created Alien class Created GameFrame class
June 1	Figured out object deletion Finished making projectile class methods and variables Created house class and featured out deletion mechanic	Created Music class Updated Game Panel class
June 2	Brainstorm for GamePanel methods Begin implementing timer	Created title class Updated Game Panel
June 3	Away for Relay	Ran program for first time Fixed bugs and error messages Worked on Alien horizontal movement
June 6	Add shoot method to playership with timer system alien projectile child class	Worked on collision between player projectile and alien Worked on Alien horizontal movement with timer(staggered movement)
June 7	display images to screen that follow movement(instead of rectangles and circles) started making houses look like houses + display/collision	Worked on Alien vertical movement downwards Helped add images
June 8	display houses with design	Worked on Alien waves resetting
June 9	Away for field trip	Worked on collision between houses and player projectile Added background image Worked on making images pngs
June 10	finish collision between houses and player projectile	finish collision between houses and player projectile

	work on alien shooting	
June 13	finish alien shooting started making projectiles change form during travel(sprite) made bullet images	Worked on collision with alien projectile Worked on sfx
June 14	fixed projectile bug made heart class started end screen comments and formatting	Finished lives system Adjusted projectile size and png
June 15	worked on feedback comments worked on bugs made speed ramp up	Worked on reset feature
June 16	instructions class	
June 17		
June 20	Added ship shooting sprite	Worked on sfx