Needed: >= 4 hrs of work in addition to the 1 hours in lab)

Colton Coughlin	Isaac Abella	John Cordwell III
6:00 - 6:40(40 min) 9/23/24	12:00 - 1:00 (1hr) 9/23/2024	
4:20-5:50/8:40-9:10 (2 hr) 9/24/24	8:00 - 9:00 (1hr) 9/23/2024	
6:10-7:20 (1 hr 10 min) 9/28/24	6:10 - 7:20 09/28/2024 (1hr)	
9:10-9:20 (10 min) 9/30/2024	10:30 - 11:30 lab (50 mins) 9/30/2024	

Evidence of a repository and code that you have checked in that matches at least one of your assigned task(s):

Our current task works on implementing a simple 2D game world and going through implementing some of the basic movements for our character models.

https://github.com/Isaace19/Capstone_Project this link contains our basic
Our first task so far that we agreed on was getting acquainted with godot engine and just getting primed via creating character and world arts, then simply having the images react in a simple 2D implementation.

One issue that will be our next quick milestone to hit will be getting a shared workflow so every member can contribute, code, draw, and test on their own machines at their own times. So far we've just been working on one laptop, but we soon plan to have a shared repo as it seems that's our best approach.

A rubric (40 Points):
- Time Spent - **20** -> The entire time requirement to work on the project was met
- Code Runs - **8** -> The project runs without any glaring problems
- comments/understandability of code - **4** -> comments help to describe what is going on and variable names make sense.
- The code achieves the purpose that it was intended to do - **8** -> There's no inherent graphics issues, problems with our DSA implementation.

Short Report on how this challenge went:
This challenge went well. We pretty much tried to figure out how to use godot effectively. We also figured out how to make pixel art and how to input it into godot. We also worked on how to get a character to move using godot.

So far some things that we have really been doing is just experimenting with character design such as just a general drawing in pixel art for our medieval game. And we have currently implemented a simple version where wizard.jpg on our github is overlaid onto gameworld.png.

Current challenges so far is just implementing transparent backgrounds so the wizard.jpg doesn’t have a border around it on gameworld.jpg. And we had some issues getting input with WASD and Arrow keys implemented, but some more time on the documentation and tutorial will straighten that out quickly for us.