Date	Work Done: Aariz Farooqui	Work Done: Moiz Nawazani
May 14	- Got player sprite working - Made key handler - Made entity class - Got the resolution to be in tiles	
May 15	- Started UML diagram - Started pitch drawing (in game)	-Added to UML diagram -Created Github repository
May 16	- Finished pitch drawing (in game) - Made pitch drawing (shop)	
May 17		
May 18	- Made pitch drawing (HUD) - Finished everything but the UML diagram and timeline	
May 19		-working on UML diagram -Made Timeline
May 20		-Completed UML diagram
May 21		-found a whole list of sprites for weapons and potions
May 22		-Started working on collision
May 23	- Made map reader - Made camera fixed	-reworked entity
May 24	- Made prototype building mechanics	-finished collision
May 25		-Random Tree
May 26	- Fixed and updated UML diagram	-contributed by giving valuable ideas about inventory
May 27		-created professional readMe -fixed bugs -removed random unused, half baked classes.
May 28	- Fixed bat file	-Worked on floor and wall object
May 29	- Learned A* pathfinding	
May 30		-Floor and wall object 98 percent done
May 31		-started projectile, damage and knock back
June 1	- Started A* pathfinding	-started inventory
June 2	- Finished A* pathfinding	
June 3		
June 4		
June 5		

June 6		
June 7		
June 8		
June 9		
June 10		
June 11		
June 12		
June 13		