**Jeometry Dash - Log of Work**

|  |  |  |
| --- | --- | --- |
| Commit Date | Simone | Jolie |
| December 5, 2022 | * Created card layout * Created main menu panel | * Edited card Layout * Edited main menu panel |
| December 6, 2022 | * Edited card layout | * Made buttons transparent |
| December 24, 2022 | * Parallax background * Organized classes | * Character jump |
| December 27, 2022 | * Created level panel * Resized images | * KeyBinding * Added button images |
| December 28, 2022 | * Completed level panel | * Created more images |
| December 30, 2022 | * Created levels using CSV files | * Added character images |
| December 31, 2022 | * Restarted levels | * Player and platform objects * Gravity |
| January 1,  2022 | * Obstacle animations | * Edited player and platform objects |
| January 2, 2022 | * Edited gravity | * Started collisions |
| January 3, 2022 | * Completed levels panel | * Edited collisions |
| January 4, 2023 | * Edited jumping | * Edited collisions |
| January 5, 2023 | * Edited collisions | * Edited collisions |
| January 6, 2023 | * Tried adding gravity | * Edited collisions |
| January 7, 2023 | * Fixed gravity | * Edited collisions |
| January 8, 2023 | * Character edits | * Edited collisions |
| January 9, 2023 | * Game restarts after collision | * Edited collision |
| January 10, 2023 | * Remade levels | * Created pop up panel |
| January 11, 2023 | * Game restarts when player exits | * Made objects and inheritance   + Player and platforms |
| January 12, 2023 | * Completed instructions panel | * Collisions |
| January 13, 2023 | * Edited levels CSV | * Collisions * Jumping |
| January 14, 2023 | * Edited cards layout and code related | * Collisions * Jumping |
| January 15, 2023 | * Edited game panel to reset variables | * Collisions * Jumping |
| January 16, 2023 | * Completed pop up panel * Pop up panel appears after level completed | * Collisions * Jumping |
| January 17, 2023 | * Worked on script | * Collisions * Jumping |
| January 18, 2023 | * Worked on script * New levels * Commenting * Efficiency | * Collisions * Jumping * New levels * Final touches |