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| **Date** | **Activity** | **Screenshot/Picture** | **Output** | **Version** | **Comment** |
| June 15, 2020 | Generating assets and research |  | Successfully made assets needed  Upscaled pictures  Acquired sound files | MP2\_LipatJob\_V1.zip | The whole day, I identified what assets are needed for the game. I overlaid a picture of the game on photoshop to create the assets. I have upscaled the pictures to 400x400 to make it fit better to the game. I have downloaded sounds for the various aspects of the interface. I have also planned, on paper, the logic needed for the gameplay. This day was dedicated to knowing what to do. |
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| June 16, 2020 | Creating Styled Components |  | Successfully made styled components and integrated to user interface  Implemented project framework  Implemented random seeded letter generator  Able to load pictures  Able to load buttons  Able to load guesses  Able to load other icons  Able to load coins  Able to load level | MP2\_LipatJob\_V2.zip | I have setup the project framework this day. This was the part that was the most satisfying for me. It felt great seeing how well the assets fit perfectly to the UI. They are also, surprisingly, not that difficult to make. I have also implemented, at this point, an algorithm that creates the selection of letters. |
| June 17, 2020 | Implement Functionality |  | Successfully implemented most functionalities  Implemented button move  Implemented button return  Implemented reveal letter  Implemented skip level  Implemented coin system  Implemented level system  Implemented file system  Implemented game states  Implemented next level  Implemented penalties | MP2\_LipatJob\_V3.zip | This part was the most challenging for me. First, because I thought one of the lifelines was “Delete Letter” so I spent a significant amount of time on that feature. I also think that I could have been cleaner on my code. There are also parts of the code that I am not proud of and felt hacky to implement. I also did not use the most efficient data structure on some areas which I could have improved on.  But, overall, I do like how my code turned out. I really like constants.py because I did not have to change so much code when one area changes. I also really like my implementation of filebound.py. Though it is not perfect, it made file I/O much easier for me and I only must specify how I want an object to be stored in a file.  This was also my most productive day among the 4 days. |
| June 19, 2020 | Implement miscellaneous functionality |  | Successfully implemented miscellaneous functionalities  Added Sounds  Added Title Screen  Added Ending Screen | MP2\_LipatJob\_V4.zip | This day, I implemented the miscellaneous parts of the program. I added sounds, a title screen, and an ending screen. This day is when the MVC architecture paid off because it made switching screens a lot easier. |