Hello World Update (Project initialization date) (**February 12, 2018**):

* Project started. All it does is say Hello World, but the group has started, ideas are flowing, and it is now on github so it is still more significant than it may seem.

**Version InfDev 0.01 (February 12, 2018):**

* Games main thread is created, ticking all the events in the game
* Graphics and paint methods are set up to display a rectangle that moves (the player)
* Input handler is added to handle keyboard inputs for moving the player.
* Player and all of his/her values are added, but only movement variables are in use.

**Version InfDev 0.03 (February 13, 2018 at 2:30am mind you):**

* Player mechanics and physics (simple physics) are added. These are things such sprinting, jumping, crouching, keeping movement in the air (horizontally) and being able to only change that slightly by trying to move in mid air, crouching in mid air causes the player to go faster due to less air resistance, gravity acting on the player when jumping, and collision detection on the borders of the screen is added.

**Version InfDev 0.1 (February 15, 2018):**

* All basic platform mechanics are added (future ones are listed but not in use yet) as well as all the player collision detection needed for the various types of platforms. Also fixed all the bugs from the previous versions.
* Only one bug: For platforms that move up and down, you can hit the top part of the side of the block and teleport to the top of the block. This is because otherwise those blocks won’t keep the player from falling through it. No idea why yet, but until I do this bug is negligible.