

# Assignment 5 Time Log

Devon Lee

Started: 5/3/21 | Due: 5/21/21 | Demo: 5/19/21

Date	Time	Task	Comments/Questions
5/10/21	14:00-14:30	Read handout	Ask about polymorphism
5/10/21	21:00-05:00	Make Zones Move & Update Collision Logic	Ask Nathan to come up with more algorithm ideas
5/14/21	17:00-02:30	Make Gameboard work with the clock, start making menu screens	Is there a better way to make a timer stop and start than a whole other class?
5/15/21	09:30-02:00	Finish menu screens, confirmation boxes, and implement PFigure List	Again, what is supposed to be the point of PFigure list. Also, Java FX panes are hard to deal with
5/18/21	15:00-17:00	Reformat and finish commenting my assigned part of the code	It's hard to make comment language consistent across a large number of classes.
5/18/21	22:00-02:00	Add more sound effects, enemy types, and high scores to game	High score file giving me lots of trouble. It deletes the file every time!
5/20/21	15:00-16:30	Added background image to game and changed a few zone movement algorithms for more visual interest	It made more sense to have a non-static variable for this. The edges still don't quite meet up, but we can work on that over the summer.

## Meeting Times & Themes:

5/3 20:00—21:00 bounced around ideas of the theme got familiar with the project

5/12 11:30—00:30 – debriefing on zone movements and deciding on a theme (Assassin's Creed)

5/17 20:0—22:00 – discuss commenting and finishing touches – update instructions and controls

5/18 20:00—21:00 – ensure requirements are met, discuss demo, update team log