**Journal**

*November 28, 2013:*

What had happened in my paint component was that I was drawing the background last so it was putting it on top of everything else. In my attempts of fixing it I thought I had already tried changing the order of things. I went onto the forums of stackoverflow to ask for help with my problem and when I got an answer they suggested I switch the order again. I thought that it still wouldn’t work but I tried again anyways and when I did it finally worked!

The link to the stackoverflow page where I posted my question and got my answer.

<http://stackoverflow.com/questions/20267695/java-layering-images>

Entry by: Brian Treichel

*November 29, 2013:*

I thought it would be a good idea to make another journal entry before we submit our first work in progress report. I found it shocking how much I think (I say think because I find the wording of what we need to submit right now slightly confusing) we need to submit for this first work in progress report because other than our initial specs and release schedule we have done no other documentation. We had also not read through the 4UI Major Programming Project Word Document fully and had not realized that it showed us that there was a WIP due today. The first we had heard of it was from when Mr. Grondin mentioned it yesterday.

Entry by: Brian Treichel

*December 4, 2013:*

The astronaut now moves around the stage with full animation. I had to make the astronaut bigger however as Brian is complaining that he’s too short. I also made the stage smaller to compensate for the astronaut’s small stature. The flashlight code has not progressed as well as we would have liked as we have hit several roadblocks. Working with translucent filters in Swing was harder than we anticipated so I’m going to look for alternative methods.

Entry by: Jaden F.B.

*December 5, 2013:*

After scrapping a large majority of the flashlight code that would not seem to work no matter what we tried, Billy and I have found an alternative method that will work. We now have a program that covers the window in a black filter except for a small area around where your mouse is on the screen. We will now incorporate this mechanic into our game to make it follow the astronaut instead of the mouse.

Entry by: Jaden F.B.

*December 9, 2013:*

The flashlight code has been updated and now it works with our level background instead of a blank background. The next step is to incorporate this mechanic into Brian’s code so that the flashlight will follow the animated astronaut. Brian has been experimenting with the code that moves our astronaut around the level and now knows how to set his spawn location. He is now working on the key release function to make it so that the astronaut will stop when the user stops holding the arrow key.

Entry by: Jaden F.B.