**Journal**

November 27

When I was programming the animation there was a glitch that I couldn’t fix. The hero’s first step always took longer than the ones after it. I tried setting the initial timer delay to a lower value and changing nWait’s initial value and nothing fixed it. I think it’s just something I have to ignore.

December 3

I finished my scratch program; the hero’s actions are now timed to make the game more challenging.

December 5

I started making my first enemy for the game.

December 6

I FIXED THE MOVEMENT GLITCH! Windows delays when you hold a key, so instead of drawing the hero animations every keyevent, I drew it every time I get the image.

December 11

The sorcerers now fire fireballs and the game is in a cardlayout. Even though there is only one card.

December 15

I have gotten the fireballs to collide with the hero.

December 16

The fireballs now hurt the hero, I added a death screen and you can pause the game. What a crazy night.

January 6

All the work I did during the break:

1. Refining the collision so that you can’t pass the sorcerer, and decreased the bounds rectangle that fireballs would hit the chest instead of many pixels in front of the hero.
2. I decreased the amount of methods for changing the image of the hero.
3. I added death and win cards and have a custom Roman font
4. I created the knight image and programmed him into the game.