June 3, 2014

* Max: Started thinking about how to do project. Started looking in how to bring an image onto stage. So far not much done.
* Matt: Started thinking about how to use panels and frames

June 4 , 2014

* Max: Very little progress. Cannot decide between images and image icons. Even if I could decide I still can’t get an image onto the screen
* Matt: Talked to Sean about panels and frames as well as messing around with images

June 5, 2014

* Max: Finally able to load a buffered image. Can’t figure out how to change it(x, y, height, width)
* Matt: Struggles with Getting an Image on the screen

June 6, 2014

* Max: Can resize image and change x and y. Figured out timer and making the object scroll down the screen
* Matt: Still struggling to get image still

June 9, 2014

* Max: Was able to make the object that scrolls down the screen, reappear at the top of the screen and have varying x coordinates. Adjusted the speed and size of the objects.
* Matt: Copied Maxs code for images and worked off of that

June 10, 2014

* Max: I struggled working on implementing a scrolling background. Whenever I tried adding the background I could not see the obstacles scrolling. For now we have decided to leave the background stationary and focus on other things such as hitTesting
* Matt: Started working on Key Listeners

June 11, 2014

* Max: was able to figure collision detection between the obstacles and the user Sprite
* Matt: Couldn’t get key listeners to work got help for Weihan

June 12, 2014

* Max: We are finalizing our game and report today, not much to do.
* Matt: Panicing trying to get stuff to work on the school computers