Chauhunen Journal

**Mon. Dec 18.** - Planned out game with release schedule and initial project specs

**Tues. Dec 19.** - Dennis began release v1.0 Sprite, Caleb began the Gravity scratch

**Wed. Dec 20.** - Dennis continued release v1.0 Sprite, Caleb continued the Gravity scratch

**Thurs. Dec 21.** - Dennis finished release v1.0 Sprite and completed the Screen Wrap scratch, Caleb continued the Gravity scratch

**Fri. Dec 22.** - N/A (Both absent)

**Mon. Dec 25. - Sun. Jan 7.** - Dennis completed v1.0.1 Sprite Appearance, v1.1 Screen Wrap, v2.0 Hit-Detection and Caleb completed v1.2 Gravity

**Mon. Jan 1 -** Dennis began the SpringsTrampolines scratch and Caleb began the Platforms scratch

**Tues. Jan 2 -** Dennis continued the SpringsTrampolines scratch and Caleb continued the Platforms scratch

**Wed. Jan 3 -** Dennis continued the SpringsTrampolines scratch and Caleb continued the Platforms scratch

**Thurs. Jan 4 -** Dennis continued the SpringsTrampolines scratch and Caleb continued the Platforms scratch