**Journal:**

**May 29 -** Got our character to appear in the middle of the screen, tried to figure out how to get the character to move in different directions with the arrow keys.

**May 30 -** Struggled with using the Github and passing and pulling our code.

**May 31 -** Our character is now able to move left, right and jump when arrow keys are pressed, still struggling with making our character duck.

**June 4 -** Tried to get the enemies to appear and move onto the screen from different directions at random times, we struggled with the randomizing part.

**June 5 -** Code to make enemies appear and move on the screen finally worked.

**June 6 -** Cleaned up our code to try and make it clearer and more organized.

**June 7 -** Tried to put in our real textures into our game instead of the place holders we had been using but the textures just show a white background.