**Journal**

**May 28th**

-continued watching youtube tutorials

-background

-sprite movement

**May 31st**

-sprite movement

-back and forth, only moves when the key is held down

**June 5th**

-movement between screens

-once the character goes past the start screen it turns black- what will be the shop later

**June 6th**

-sprite movement between screens

-start game position

-once the character reaches a certain point the position remains the same, the character is unable to move and the game starts

**June 7th**

-worked on PSE to crop and edit images to use in the game

-implemented flying duck / health

-after three ducks fly by, since they are not being shot at, the ducks stop appearing on the screen