**Day 1 -** We created a folder called Floppy Spongebob, and worked on creating scratches and releases. We created different scratches one called background, one called jumping and one called creating spongebob. I started to work on creating the spongebob, and Woongbeen started to trying to get spongebob to jump.

**Day 2** - Woongbeen started to work on trying to get spongebob to move at first. He watched a YouTube video called ‘Coding Challenge #31: Flappy Bird’, that helped him get started. I started to work on the background, and started watching the video “LibGDX 2D Tutorial #15: Scrolling Star Background” but then Woongbeen needed the spongebob image so instead I went on piskel to draw the spongebob image. I drew the image, but I drew it 19x17 pixels which was small, so I started to draw it again.

**Day 3** -Woongbeen got the jumping code. We deleted the scratches that we didn’t work on, or that we did not need. For ex. we deleted the background file, and recreated it, and added a basic scratch. I went on piskel and drew spongebob again, the right size this time, and pushed it.

**Day 4**  - I worked on the Work In Progress report and Woongbeen released 1.0, and 2.0. 1.0 is the background, and 2.0 is the release of the spongebob image that I drew.