**Team:** Space Monkey Mafia

**Game:** Alomakoth

**Journal**

**May 28 2018**

**Nathan:**

* Created Animations for Black Belt character
* Created PVector Class
* Created hit detection between the fighters and the platform

**Sarah:**

* Started learning code for keyPress and Mouse Clicking
* Confused on how to work intellij :(

**May 29 2018**

**Nathan:**

* Recreated the project so that it is properly formatted
* Updated the PVector class to work with floats rather than doubles
* Remade the Fighter class to work with PVectors
* Created applyForce() method
* Created the force of gravity

**Sarah:**

* Still confused and practicing screen menu changes

**May 30 2018**

**Nathan:**

* Added Gravity, now in version 1.5
* Added the ability to fall of the platform

**Sarah:**

* Got more than one picture to load and controls to work. Going to work 0n multiple screens next time.

**May 31 2018**

**Nathan:**

* Created a new fighter sprite
* Started Basic attack scratch

**Sarah:**

* Working on multiple screens and I have no idea what I’m doing, but I’ll keep going :0
* Looking at websites to try to have a deeper understanding

**June 01 2018**

**Nathan:**

* Got Fighter hit detection to work :)
* Unfortunately it registers multiple times

**Sarah:**

* Worked on screens and got it working
* A single button is working as well
* Goal: working multiple buttons

**June 04 2018**

**Nathan:**

* Created a delay timer between attacks so you spam the attack button and hit 6 times a frame
* Worked on creating a knockback effect on someone who is attacked to reduce the effectiveness of spamming attacks

**Sarah:**

* Got switching screens concept working
* the only problem is getting the if the mouse presses on the button in scrplay it will go back to the main start menu

**June 05 2018**

**Nathan:**

* Fighters are now sent backwards when hit
* Started Working on blocking
* TODO: set the input as damage rather than fighter

**Sarah:**

* Screen switching was a success and the scratch is finished
* This includes using buttons to switch between the main start menu and play menu

**June 06 2018**

**Nathan:**

* Made the knock back direction based on which direction the attack is coming from.
* Continued to work on blocking

**Sarah:**

* Started release 1.6.
* Got the start button and title button loaded

**June 07 2018**

**Nathan:**

* We lost a slow-pitch tournament

**Sarah:**

* I started release 1.65
* Made a second release schedule with modifications
* Ran into problems with more than 1 button because of proxmitiy

**June 08 2018**

**Nathan:**

* Finished the basic blocking scratch
* I think a reversal move would be really cool, if you attack someone who is blocking
* You can now not move when attacking