

1	Tue Dec 12 22:43:46 2017 +0900 vol down
2	Tue Dec 12 22:14:49 2017 +0900 snd fin and enemy
3	Tue Dec 12 18:54:46 2017 +0900 bullet sound
4	Tue Dec 12 14:34:41 2017 +0900 balance
5	Mon Dec 11 22:18:37 2017 +0900 game clear scene
6	Mon Dec 11 21:24:04 2017 +0900 bullet collision
7	Mon Dec 11 18:39:04 2017 +0900 shop & item init
8	Sun Dec 10 18:01:48 2017 +0900 catch typing error
9	Fri Dec 8 20:49:44 2017 +0900 fix tile
10	Fri Dec 8 01:21:19 2017 +0900 map json
11	Thu Dec 7 01:08:48 2017 +0900 shop
12	Sat Dec 2 19:22:51 2017 +0900 add resource and back img
13	Thu Nov 23 23:58:06 2017 +0900 adjust code
14	Wed Nov 22 01:09:17 2017 +0900 tile collision fin
15	Tue Nov 21 13:56:28 2017 +0900 second presentation
16	Mon Nov 20 21:54:03 2017 +0900 game clear and over
17	Mon Nov 20 20:32:51 2017 +0900 collision
18	Mon Nov 20 15:03:53 2017 +0900 item setting
19	Sun Nov 19 21:43:06 2017 +0900 cheat key
20	Sun Nov 19 16:40:39 2017 +0900 bullet fin
21	Fri Nov 17 18:38:25 2017 +0900 bullet ing
22	Wed Nov 15 16:56:08 2017 +0900 object class and resource
23	Tue Nov 14 17:42:22 2017 +0900 timer and bullet
24	Mon Nov 13 13:38:30 2017 +0900 object class
25	Thu Nov 9 02:25:04 2017 +0900 ui ing
26	Wed Nov 8 01:46:03 2017 +0900 player class ing
27	Tue Nov 7 20:46:36 2017 +0900 ui ing
28	Tue Nov 7 14:53:13 2017 +0900 handle event fix fin
29	Tue Nov 7 14:11:38 2017 +0900 fix handle evenet
30	Tue Nov 7 11:52:00 2017 +0900 camera test
31	Sat Nov 4 22:13:01 2017 +0900 ?
32	Thu Nov 2 13:40:07 2017 +0900 UI
33	Tue Oct 31 18:56:50 2017 +0900 UI ing
34	Sun Oct 29 21:39:07 2017 +0900 game state
35	Sun Oct 29 19:32:58 2017 +0900 level state
36	Fri Oct 27 17:46:53 2017 +0900 main buttons
36	Fri Oct 27 17:46:53 2017 +0900 main buttons
37	Fri Oct 27 17:13:46 2017 +0900 exit button
38	Fri Oct 27 04:47:26 2017 +0900 help resource
39	Fri Oct 27 04:02:34 2017 +0900 button class
40	Fri Oct 27 01:18:30 2017 +0900 mouse pointer
41	Wed Oct 25 22:02:00 2017 +0900 help
42	Wed Oct 25 12:28:23 2017 +0900 logo animation
43	Wed Oct 25 04:11:17 2017 +0900 base py files
44	Wed Oct 25 03:50:12 2017 +0900 base code ing
45	Sun Oct 22 20:23:46 2017 +0900 graphic resource ing
46	Sat Oct 21 17:30:29 2017 +0900 button resource
47	Sat Oct 21 17:04:35 2017 +0900 resource ing
48	Sat Oct 21 00:15:08 2017 +0900 Main UI resource
49	Tue Oct 17 21:40:22 2017 +0900 first presentation pdf
50	Tue Oct 17 19:19:41 2017 +0900 first presentation
51	