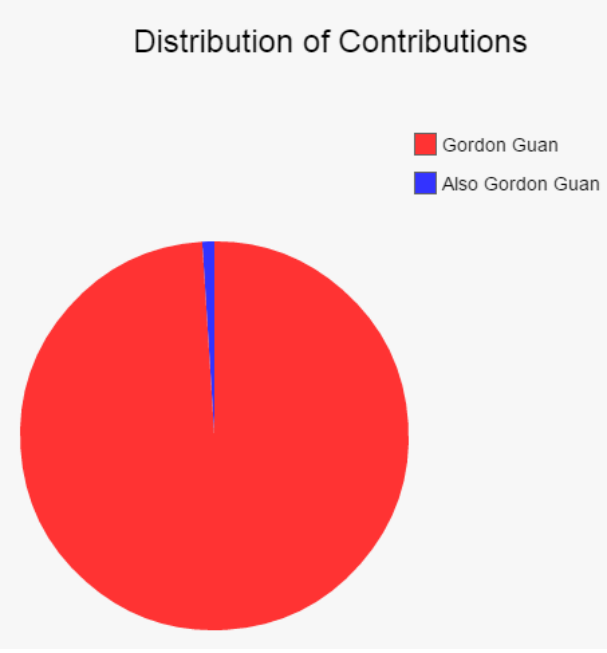
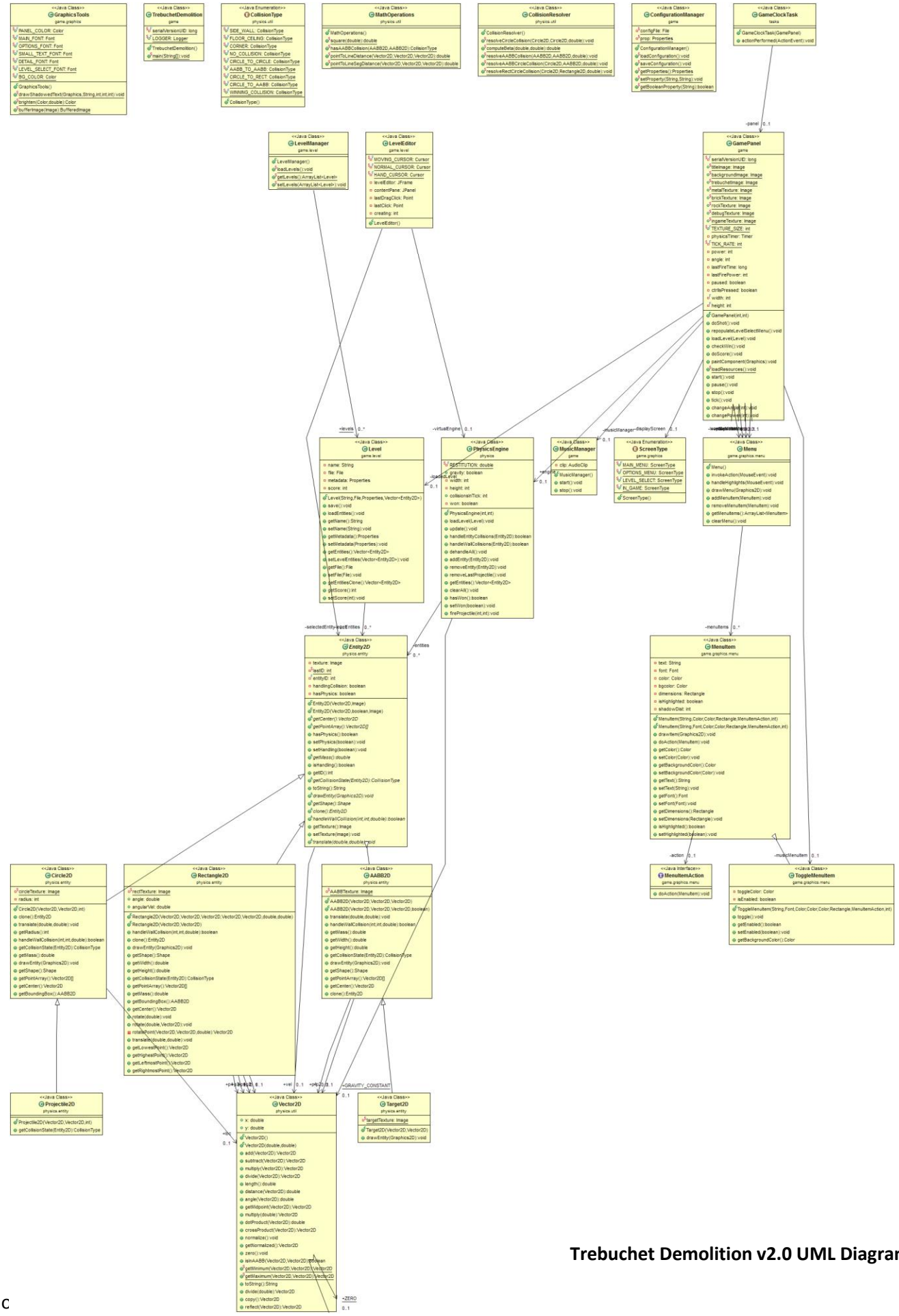
Changelog

Date	Time Spent	Changes	Goals
Fri Jan 2 10:18:38 2015 -0500	5h	- Wrote initial physics framework with classes for entities - Wrote vector class - Wrote basic circle collision code - Wrote basic graphics for drawing entities - Created basic menu structure, keyboard navigated - Remove repeated code and useless things - Write documentation	- Get graphics working - Get rectangle physics and bounding box physics working - Add better graphics - Level management and loading
Sat Jan 3 15:15:56 2015 -0500	5h	- Added methods to get collision states of an Entity, instead of putting all collision code in the Physics Engine - Fix some improperly implemented collision algorithms - Change game background image - Write documentation - Added ToggleMenuItem for menus - Added level management system and levels, and created test levels	- Get menu graphics working - Improve level management - Improve physics - Write scoring system
Sun Jan 4 14:42:32 2015 -0500	2h	- Change level select to be more efficient and visually appealing - Made level class to organize levels - Made the level manager use Java Properties	- Make the game actually load the levels to visually work - Improve physics - Write scoring system - Get game graphics working
Mon Jan 5 13:21:14 2015 -0500	1.5h	- Made physics engine load levels properly - Added documentation	- Write scoring system - Get menu graphics working better
Tue Jan 6 09:03:19 2015 -0500	1.25h	- Correct circle physics - Fix entity creation code - Fix implementation of gravity - Fix drawing of shapes to reflect their actual location	- Write scoring system - Implement pause menu - Efficiency tweaks
Wed Jan 7 09:22:14 2015 -0500	3h	- Corrected rectangle physics - Implemented a working but ugly pause menu - Added rectangle with wall collision	- Implement better graphics for menu and game - Write scoring system
Thu Jan 8 13:59:19 2015 -0500	3h	- Made rectangles rotatable - Implemented level background color setting	- Implement scoring system - Implement better graphics - Fix physics with rotatable rectangles - Add music
Fri Jan 9 16:44:50 2015 -0500	1.5h	- Added music - Added configurable settings - Added menu “listeners” to reduce code in keyPressed()	- Add an icon - Make menus mouse controllable
Sat Jan 10 18:50:13 2015 -0500	2h	- Made entity collision and drawing more abstract so that multiple if statements are not required to do tasks, instead entity.doTask() can just be called, and each entity handles them individually	- Add an icon - Make menus mouse controllable
Mon Jan 12 09:03:48 2015 -0500	3h	- Added an icon - Fixed menu design - Fixed some minor physics bugs - Improved rectangle collision with wall angle collision - Added an image for the actual trebuchet	- Make trebuchet image scale properly - Implement rectangle to rectangle collision
Tue Jan 13 09:31:04 2015 -0500	1.25h	- Scale trebuchet graphic - Added rectangle to rectangle collision detection - Removed the useless EntityType class which was deprecated due to not being used in any classes at all	- Optimize physics and remove redundant checks

Wed Jan 14 10:07:53 2015 -0500	5h	- Completely removed rectangle physics, except with projectiles, since they are difficult to implement - Made physics checking and resolving completely abstract - Added AABB to Circle collision detection - Added more collision possibilities to test for - Removed extra classes which were empty - Removed some debug code - Moved AABB collision detection to the MathOperations class to make it more accessible - Wrote documentation - Added an abstract method in Entity to get all points in the entity	- Add targets to hit - Add AABB physics - Improve level loading redundancy
Thu Jan 15 10:10:06 2015 -0500	1.25h	- Improved level loading to use methods and not redundant - Improved debug logging	- Add some levels - Add projectiles
Fri Jan 16 08:54:51 2015 -0500	1.25h	- Rename entity classes and Vector so they don't conflict with java.awt.geom - Added more levels - Added projectiles instead of firing circles	- Make menus clickable - Finalize rectangle physics
Sat Jan 17 18:17:40 2015 -0500	6h	- Finished rectangle physics and squashed many bugs - Completely recoded menus to make them clickable - Made MenuItemAction interfaces for MenuItems to own their own actions instead of menus owning the actions	- Add new menu graphics - Work on highscore system
Sun Jan 18 18:13:00 2015 -0500	8h	- Work on appealing menus - Work on nice images - Work on finalizing level loading system - Added highscores system - Added scoring system - Added realistic tileable textures - Added more levels - Added a level editor	No more goals
Total	**50h**	**3,036 code additions and 2,128 code deletions, 52 file changes, and 40 commits**	





Trebuchet Demolition v2.0 UML Diagram

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