Changelog

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| **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 graphical design * 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 | * Better graphical design * Improve level management * Improve physics * Write scoring system |
| Sun Jan 4 14:42:32 2015 -0500 |  |  |  |
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