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| Date | Task Completed |
| Nov 20th | We got our groups (Schuyler, Nick, Amir) together and created our game idea. |
| Nov 21st | Finished our Gantt Diagram and submitted it to Mr. Norbraten. |
| Nov 22nd | Information was approved and started to program the inventory class. |
| Nov 23rd | Worked on the bossFight class. |
| Nov 26th | Worked on bossFight class again, fixed some issues but still have a lot of code left. |
| Nov 27th | Continued bossFight class, and got all the methods completed. Need to work on finishing touches. |
| Nov 28th | Continued to work on bossFight, and tested with pseudo client code. Worked with few bugs. |
| Nov 29th | Certain code was lost due to a misclick. I commented Inventory class, and most of bossFight class. |
| Nov 30th | Copied at pasted the Inventory and fightClass to Amir and worked on connecting all the code. |
| Dec 3rd | Put all of the code together and are working on errors. |
| Dec 4th | Practical Unit test |
| Dec 5th | Written Unit Test |
| Dec 6th | Continue to make final touches and added new helper methods. |
| Dec 7th | Polished fight class to make it work. |
| Dec 10th | Snow day!!!! :D |
| Dec 11th | Worked on the highScore class, and made a for loop. |
| Dec 12th | Finished the fightClass, and continued to work on the highScore class. |
| Dec 13th | Fixed all small errors and began testing the code. |
| Dec 14th | Finished testing, and started to fix the errors that our testing discovered. |

**Nicholas Smith**