Monday 2/3

* Test play the game options
* Decided on flappy bird

Tuesday 2/4

* Prototype finished
* Worked on pitch
* Finished master sprites
  + Flappy bird
  + Background
  + Base ground
  + Base pipes

Wednesday 2/5

* Presented pitch
* Worked on style guide
* Finished more master sprites
  + Restart button
  + Start button
* Worked on concept art
  + Backgrounds
  + Pipes

Thursday 2/6

* Concept art for backgrounds created
  + Spring
  + Fall
  + Winter
* Bug fixes
* Implemented additional art assets
* Master close to completion
* Macaw sprite created
* Restart button functions
* Score functions