**Shane Ploj and Evan Grimes**

**Journal**

Oct 17: Made up our mind on what type of game we wanted to make (bullet hell shooter)

Oct 18: Learning how to get a character on the screen and moving with the help of stackoverflow.com

Oct 19: Learning how to change text in a text file through java, once again using stackoverflow.com

Oct 20-29 Working on getting both of scratch programs for movement into one, also working on all of different concepts we will use with the text file

Oct 30: Worked on organizing all the scratch programs in preparation of handing in the WIP

Oct 31: Finished up the WIP as it is due today and set up the folder to hand in

Nov 4: After making several scratch programs, we are now ready to start working on our first release, today we are setting that up.

Nov 5: Got the character on the screen to move smoothly

Nov 6: today we are going to set up the git hub, we are going to put the game on one account and share it

Nov 10: Got the image on the screen to move in full 8 directional movement smoothly, and flips from left to right accordingly

Nov 13: implemented text files into our program, as well as displayed them on the panel, having trouble getting them in front of the background picture

Nov 14: Handed in the WIP and our folder, combined our scratches to make a main game

Nov 17: Created a bullet shoot in a direction and it didn’t stop

Nov 19: Got the bullet to stop at a certain point away from the character and disappear

Nov 20: Updated names in the code to clean it up a bit

Nov 24: Fixed a lot of bugs with the shooting, bullet can no longer flip in mid air or switch directions when airborne

Nov 25: Successfully combined the text files code with the graphic code

Nov 26: Got a second image on the screen that will soon be our enemy

Nov 27: Got the second image to follow the character as the character moved until he’s right on top of the character, turning around accordingly

Nov 28: WIP due today so we’re finishing that up and cleaning up the code, getting ready to hand it in today