Date	Description
Tuesday, December 10	PItched the idea
Wednesday, December 11	No Progress
Thursday, December 12	Looking into sprites/visuals and types of opponents
Friday, December 13	Making Enemy stats
Saturday, December 14	No Progress
Sunday, December 15	Making Enemy classes
Monday, December 16	Making Enemy classes continued
Tuesday, December 17	No Progress(Was sick that day)
Wednesday, December 18	Creating Level Classes and working on Enemy classes
Thursday, December 19	Working on Level Classes
Friday, December 20	
Saturday, December 21	
Sunday, December 22	
Monday, December 23	
Tuesday, December 24	
Wednesday, December 25	
Thursday, December 26	
Friday, December 27	
Saturday, December 28	
Sunday, December 29	
Monday, December 30	
Tuesday, December 31	
Wednesday, January 1	
Thursday, January 2	
Friday, January 3	
Saturday, January 4	
Sunday, January 5	
Monday, January 6	
Tuesday, January 7	
Wednesday, January 8	
Thursday, January 9	
Friday, January 10	
Saturday, January 11	
Sunday, January 12	
Monday, January 13	