

Name: Sujoy Deb Nath	
Date	Tasks Completed
Tuesday, December 10,2019	- Pitched the idea and decided on key features
Wednesday, December 11,2019	- No progress (was studying for test)
Thursday, December 12,2019	- decided on enemy types, weapons, features etc.
Friday, December 13,2019	- Was working on getting moving boxes and objects on the screen (idea was scrapped later)
Saturday, December 14,2019	- Was able to put images onto the screen using buffers and such
Sunday, December 15,2019	- Set a fps limit and a game loop timer of 60 fps. - was able to make a image move on the screen using keyboard inputs - commented code
Monday, December 16,2019	- worked on the walking animation and the edited the game loop timer so that it works
Tuesday, December 17,2019	- made the walking animation, which occurs when the player presses A or D
Wednesday, December 18,2019	- made a temporary jump method
Thursday, December 19,2019	- Commented all of my work with pre and post
Friday, December 20,2019	
Saturday, December 21,2019	
Sunday, December 22,2019	
Monday, December 23,2019	
Tuesday, December 24,2019	
Wednesday, December 25,2019	
Thursday, December 26,2019	
Friday, December 27,2019	
Saturday, December 28,2019	
Sunday, December 29,2019	
Monday, December 30,2019	
Tuesday, December 31,2019	
Wednesday, January 1,2020	
Thursday, January 2,2020	
Friday, January 3,2020	
Saturday, January 4,2020	
Sunday, January 5,2020	
Monday, January 6,2020	
Tuesday, January 7,2020	
Wednesday, January 8,2020	
Thursday, January 9,2020	
Friday, January 10,2020	
Saturday, January 11,2020	
Sunday, January 12,2020	
Monday, January 13,2020	