

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 giving them damage point and hitpoints							
Monday, December 16	Making Enemy classes continued							
Tuesday, December 17	No Progress							
Wednesday, December 18	Creating Level Classes in which the Enemies will be located and working on Enemy classes							
Thursday, December 19	Working on Level Classes							
Friday, December 20	No Progress							
Saturday, December 21	No Progress							
Sunday, December 22	No Progress							
Monday, December 23	Looking into threads and game loops to help with closing our game and continuously running tick functions for rednering							
Tuesday, December 24	Looking into Buffers and drawing better than constantly repainting. Buffering will prevent the flickering							
Wednesday, December 25	Looking into states for creating a MenuState and how to switch between menu and game							
Thursday, December 26	Looking into entilies for our objects							
Friday, December 27	No Progress							
Saturday, December 28	No Progress							
Sunday, December 29	No Progress							
Monday, December 30	No Progress							
Tuesday, December 31	No Progress							
Wednesday, January 1	No Progress							
Thursday, January 2	Creating Enemy AI to follow a player in a certain distance and getting in shooting range							
Friday, January 3	Creating Enemy Objects, instead of a level class we created a world class in which we kept the hard-coded location of the enemy objects, damage points and hitpoint							
Saturday, January 4	Creating a temporary menu window so we would have atleast a start button							
Sunday, January 5	Creating Collision detection for Enemies so that their hitpoints							
Monday, January 6	Creating Menu Features such as controls, start and quit							
Tuesday, January 7	Getting the enemies to render a weapon that the bullets will shoot out of							
Wednesday, January 8	Getting enemies to actually shoot the player using angles in order to locate where the player currently is for the AI to aim at							
Thursday, January 9	Creating AI Boss and Boss Gun class. This is very similar to the normal enemy AI but the detection range is infitnite							
Friday, January 10	Finalizing The Menu/Including user mouse input. Menu includes a control, quit and start.							
Saturday, January 11	Creating UML's/Bug Checking							
Sunday, January 12	Final Comments							
Monday, January 13	Presentation day							