ICS2O - Culminating Activity – Work Log

Work log should be completed **daily** outlining your accomplishments for the day and what you plan on working on the next day. This log will be checked randomly throughout the process to verify it is being completed along the way.

For an actual better work log and to see everything I did in a day, go to my github and view my commit history:

https://github.com/Tri11Paragon/ProcessingProject/commits/master

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| **Saturday – June 9, 2018** |  |
| **Sunday – June 10, 2018** |  |
| **Monday – June 11, 2018** | Completed: Made a player class. Started work on the world class  Tomorrow: not sure. Continue current work. |
| **Tuesday – June 12, 2018** | Completed: Scrapped project and started on new dictator game  Tomorrow: N/A |
| **Wednesday – June 13, 2018** | **Step 1 Due Start of Class**  Completed: Made buttons and overcame some issues with buttons  Full list of Wednesday commits:  https://github.com/Tri11Paragon/ProcessingProject/commit/9620304963e68a645f7d2cf32c6be2d0531ceeca |
| **Thursday – June 14, 2018** | Completed: Added more button constructors. Added the ability to set text on buttons, added some textures. Added the 4 main character’s buttons. Changed to use array list for storing buttons.  Full list of Thursday commits:  https://github.com/Tri11Paragon/ProcessingProject/commit/50e5c87f156805e2460014bb36a140c7e60ee1f3 |
| **Friday – June 15, 2018** | Completed: make the JPGs into PNGs to allow for transparency. Added different windows.  Again it’s on the github.  Tomorrow: |
| **Saturday – June 16, 2018** | Completed:  Tomorrow: |
| **Sunday – June 17, 2018** | Completed:  Tomorrow: |
| **Monday – June 18, 2018** | Completed:  Tomorrow: |
| **Tuesday – June 19, 2018** | Completed:  Tomorrow: |
| **Wednesday – June 20, 2018** | Completed:  Tomorrow:  **PROJECT DUE BY END OF DAY** |