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| DATE | Task Accomplished | Plans for Next Day |
| November 13, 2020 | * Created Frame for the game * Create the layout for the characters of the game * Testing controls and how it works * Create working sprites for the games and tested it out | * Make collisions * Finish up the controls for the game * Make the menu |
| November 15, 2020 | * Added enemy bot, created an enemy AI to attack us * Finished up the controls, added attacks, dash, and taunt * Clean up the animation a bit | * Make damaging enemy work * Add background and terrain * Make Menu if have time |
| November 17, 2020 | * Added the platform and added background * Added some damage buffer, and health | * Need to add menu * Fix up attacks and damage buffer |
| November 19, 2020 | * Finished the menu with instructions and lose and win screen * Fixed up attack and damage buffer bug * Added music and some sound effects |  |
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