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| May 2 | Looked at graphics tutorials (youtube) |
| May 3 | Looked at movement tutorials (youtube) |
| May 4 | Looked at more advanced graphics tutorials (youtube) |
| May 5 | Looked at advanced graphics tutorials (youtube) |
| May 6 | Read about GUI with JPanel, Canvas, etc. |
| May 7 | Planned out game rooms |
| May 8 | Looked at 2d sprite mechanics (youtube tutorials) |
| May 9 | Gathered resources (images) for whole game |
| May 10 | Structured class with paintcomponent and actionlisteners |
| May 11 | Added keylisteners + understood how to do them |
| May 12 | Made character and movement UP/DOWN/LEFT/RIGHT |
| May 13 | Set up room 1 (start menu) |
| May 14 | Set up room 2 (scientist room) |
| May 15 | No work was done - Weekend |
| May 16 | Started setting up room 3 (where you dodge objects) – was unsuccessful for a few days and tried different methods of moving the objects up and down both manually and automatically |
| May 17 | ^ |
| May 18 | ^ |
| May 19 | Finished room 3 and added a door |
| May 20 | Finished door mechanic to advance to room 4, which was started |
| May 21 | No work done - Weekend |
| May 22 | No work done - Weekend |
| May 23 | Set up room 3 visually |
| May 24 | Set collision detection with pitfall and spikes |
| May 25 | Worked on jumping physics |
| May 26 | Worked on jumping physics |
| May 27 | Finished jumping physics |
| May 28 | Optimized jumping more |
| May 29 | Fix bugs with jumping and room 3 |
| May 30 | No work was done – other subject ISUs |
| June 1 | No work was done – other subject ISUs |
| June 2 | Made death screen visually |
| June 3 | Spent day making the last room, very basic setup with moving up stairs mechanic |
| June 4 | Optimized start menu + added instructions + connected death to main menu |
| June 5 | Fixed character physics bugs and made transitions smooth |
| June 6 | Made code visually clear |