# Monday

## 9:00-9:40 Fill out learning log and work log

## 9:40-10:30 Add GLFW to project

## 10:30-11:40 Add clickable objects

## 11:40-12:00 Feedback with Brian

## 11:40-12:00,13:00-17:00 Add clickable objects

## 18:50-19:10 Fill out work log

# 

# Tuesday

## 11:00-13:15 Fix hitboxes when scene is transformed

## 13:50-14:50,19:15-23:15 Add hitbox overlap detection

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# Wednesday

## 13:15-16:15, 16:40-18:40 Add HUD to game

## 18:40-19:20 Add shop to game

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# Thursday

## 7:15-8:45 Create class diagram for shop HUD

1:30

## 9:30-10:30 Follow presentation about jobs

1:00

## 10:45-12:15, 12:45-13:00 Create class diagram for shop HUD

1:45

## 12:15-13:15 Help Bryan with errors

1:00

## 13:15-15:15, 15:45-17:00 Create class diagram for shop HUD

3:15

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# Friday

## 12:10-16:10 Redirect input and render a mouse

# Saturday

## 16:50-17:10 Render cursor

## 17:10-19:10 Choose from multiple types of vessels