

Journal

- Set up class hierarchy and UML diagram
- Write pseudocode
- Set up Window class with main method
- Set up GameRunner class with empty instance variables and methods from UML diagram
- Set up Characters, Obstacles, Keyboard, and all classes from the UML diagram with empty instance variables and methods
- Assign Obstacles instance variables, fill in methods
- Assign Characters instance variables, fill in methods
- Code Keyboard class with KeyListener
- Assign the rest of instance variables in the classes, and fill in the methods
- Add images
- Add collision detection system
- Add Bounding box
- Finish slides