**Daily Logs**

Boomnack - Davanjit Sandhu, Adam Vandolder, Israel Fowler

Note: Some days we were working on other things like search and sorting algorithms

Monday, May 16, 2016

* Idea is approved
* Planning process begins
* Individual member tasks are decided
* Dav: events, Adam: Outline, Israel: Visual Output

Wednesday, May 18, 2016

* Adam creates Github profile for fse
* Adam commits to Github fse
* Dav starts events outline
* Israel starts Item sprites
* Adam starts Scope Document

Thursday, May 19, 2016

* Dav continues work on events outline
* Israel continues work on Item sprites
* Adam continues work on Scope Document
* Dav creates sprite outline for Israel
* Adam outlines libraries to use for project
* Group finishes software project plan

Friday, May 20, 2016

* Israel works on Scope document
* Adam starts coding the outline for the program
* Dav starts gameplay outline

Monday, May 21, 2016

* Dav continues work on gameplay outline
* Adam creates basic setup for game
* Israel continues on Scope Document

Tuesday, May 22, 2016

* Adam continues on adding in mechanics to game
* Israel continues on sprites and scope document
* Dav continues on gameplay outline

Wednesday, May 23, 2016

* Everyone continues their tasks from day before
* Adam finds and fixes glitch with menu

Thursday, May 24, 2016

* Israel finishes scope document and continues sprites
* Adam updates the gameplay

Monday, May 30, 2016

* Dav creates maps of game
* Dav creates images of what game should end up looking like
* Adam updates game, but has problem running events
* Israel finished item sprites and starts working on tile sets
* Israel starts to work on the tile map editor

Tuesday, May 31, 2016

* Dav finishes gameplay document and events outline
* Adam manages to fix problem
* Israel continues working on tile map

Wednesday, June 1, 2016

* Dav starts to work on implementing events to game
* Dav starts to create entities
* Adam continues on core physics and implementing other libraries
* Israel continues on the tiles

Monday, June 6, 2016

* Adam finishes gameplay and starts on battle system
* Dav finishes entities and works on events
* Israel continues on tiles

Tuesday, June 7, 2016

* Everyone continues on their tasks
* Dav substitutes in pseudo-code for functions Adam has to make

Thursday, June 9, 2016

* Adam updates code and continues on Battle system
* Everyone continues doing their tasks

Friday, June 10, 2016

* Israel finishes first tile sheet and starts second as well as player tile sheet
* Everyone continues their tasks

Monday, June 13, 2016

* Group finishes Feasibility Study
* Adam finishes Gantt chart
* Israel works on characters
* Adam cuts Dav's code a bit
* Overworld code is complete

Wednesday, June 15, 2016

* Dav updates on events and adds more entities
* Israel finishes second tile set and works on making other tile maps
* Adam updates the overall game with a unfinished battle system

Thursday, June 16, 2016

* Everyone continues their given tasks with some progress

Friday, June 17, 2016

* Adam finalizes battle system and animation and starts working on adding more event functions for Dav
* Dav starts implementing new event functions
* Israel works on individual sprite

Monday, June 20, 2016

* Dav finishes events and finalizes entities
* Adam starts to put it all together
* Israel finishes new tilesets and sprites
* Israel finishes making maps

Tuesday, June 21, 2016

* Group finishes game and testing begins
* Testing reports are done
* Other minor documents are finalized

Wednesday, June 22, 2016

* Extra data is added to game
* Group meets up to discuss further actions
* Hundreds of lines of code are taken out due to time constraints
* Game is ready!!!