**Group F4 Activity Log**

Thursday 6th March:

Michael and Cameron were present at the lecture, we then contacted the other group members (Jamie and Paul) in order to come up with an idea for own game.

Cameron suggested a game like the Crash Bandicoot which was a welcomed suggestion by the group. We looked into 3D graphics in python & pygame but we felt with other commitments we may run out of time for our implementation. Paul suggested a typing based game which was an idea we all wanted to use.

So we decided in the end to create a 2D version of the Crash Bandicoot bonus rounds and also incorporate the typing idea to create a compromise and a good design.

Wednesday 12th March:

We decided the best play to start with the game was getting the pictures prepared. So Cameron found a photo of the crash bandicoot bonus round and tried to edit it with GIMP to create the background for the game. Without any luck, Jamie attempted the same task with really good results. So now we have the background the show can get on the road.

Tuesday 25th March:

We met up, and compared what each of us had managed to do thus far. It was very little. We then all worked on creating animations and pictures to use in our game

Wednesday 26th March:

Finished animations and began working on coding. We managed to make Crash move backwards and forwards while playing an animation during this session. We also did some level design, featuring spikes, crates and holes you can fall in to.

Thursday 27th March:

Implemented spinning and jumping for Crash. Ran into many, many, many bugs using the collide function in Pygame and got very frustrated with it. Re-wrote almost all code, and attempted to make levels fully playable.