**Log**

**May 22nd, 2019**

Sameer: Worked on loading background grid, worked on plan .

Kitty: Wrote class code for music, worked on drawing circles

May 24, 2019

Sameer: Began working on enemy class

Kitty: Wrote class code for drawing circles, and fixed the errors in the class code for music, and implemented the background picture

May 25, 26, 2019

Sameer: Worked on basic structure for enemy and player classes (eg inheritance between classes). Implemented card layout for menu and game panel. Worked on basic setup for menu panel. Implemented basic enemy movement.

Kitty: Worked on getting mouse coordinates

May 27, 2019

Sameer: Started working on keylistener

Kitty: Wrote code to control the user with mouse

May 28, 2019

Sameer: Partially implemented keylistener

Kitty: Fixed some small errors

May 29, 2019

Sameer: Not at school, sick

Kitty: Worked on giving all the circles their score, and changing their location when another object touched it

May 30, 2019

Sameer: Not at school, sick

Kitty: Completed the foodEaten method and the enemiesEaten method - Now when the user touches food or other enemies touch the food, the food objects disappear and reappear in another location. If user touches the food then the user will gain mass Also when the user is smaller than the enemy and touches an enemy, the user will resize to zero, if the user is bigger than the enemy, then they will absorb their mass.

May 31

Sameer: Randomized variables for regenerated objects (food and enemies)

Kitty: Made the eating process smoother, so the circle doesn't grow too big too quickly

June 1st

Sameer: Fixed mouse control of the player movement. Player moves at constant speed now.

Kitty: Changed the enemy radius to grow when they eat food. Also wrote enemiesEatEnemies() method

June 2nd

Sameer: Began working on background scrolling

Kitty: Worked on the exiting screen, and started winner() method

June 4th:

Sameer: Finished the SplitPlayer class. Wrote drawplayer2 and update methods

Kitty: Worked on the SplitPlayer class

June 5th:

Sameer: Continued working on background scrolling

Kitty: Wrote the foodEatenDouble method, now the split player also eats food

June 6th

Sameer: Continued working on background scrolling

Kitty: Working on the AI so that the players chase each other

June 7th

Sameer: Started InstructionsPanel class. Wrote methods for ending game.

Kitty: Finalized the AICatch() and AIRun() - Minor errors though

June 8th:

Sameer: Implemented reJoin method for SplitPlayer class. Implemented InstructionsPanel. Created ChoicePanel class, implemented inheritance for ChoicePanel (parent), and Menu and Instructions panels (children).

Kitty: Wrote splitting code (Sameer drew it)

June 9th:

Sameer: Implemented final panel and instruction panel, made methods and buttons for replaying and exiting game, implemented switching between all the panels. Implemented inheritance for ChoicePanel (parent) and FinalPanel (child)

Kitty: Added ID to all the players

June 10th:

Sameer: Wrote winner methods

Kitty: Wrote all the comments in all the files and sorted it to become more efficient

June 11th:

Sameer: Fixed player splitting, fixed background and regeneration for enemy and food. Fixed ID.

Kitty: Worked changing code that was hard coded into for loops

June 12th:

Sameer: Worked on improving encapsulation (making variables private and static). Wrote comments for my section of the code

Kitty: Wrote comments for my section of code.

June 13th:

Sameer: revised final version

Kitty: implemented AI