

Summative Work Log - Swapnil and Bazif

Date of Work	Swapnil Kabir	Syed Bazif Shah
December 6	<ul style="list-style-type: none"> - Began work on proposal - Created product name - Brainstormed features 	<ul style="list-style-type: none"> - Started creating UML diagram - Created basic graphics classes with inheritance
December 7	<ul style="list-style-type: none"> - Added visuals for game interface to proposal document 	
December 8	<ul style="list-style-type: none"> - Created a game overview - Listed gameplay mechanics 	<ul style="list-style-type: none"> - Finished proposed UML - Created classes needed for current project
December 9	<ul style="list-style-type: none"> - Listed additional UI features, user controls, end conditions 	<ul style="list-style-type: none"> - Created timeline
December 10	<ul style="list-style-type: none"> - Submitted proposal 	<ul style="list-style-type: none"> - Submitted proposal
December 11	<ul style="list-style-type: none"> - Created basic classes for game (GamePanel, GameFrame, Main) 	<ul style="list-style-type: none"> - Set up GitHub repository for classes, began modifying UML
December 12	<ul style="list-style-type: none"> - Worked on vertical movement mechanics for players 	<ul style="list-style-type: none"> - Created Menu class with buttons to start game and read tutorial
December 13	<ul style="list-style-type: none"> - Made designs for bullets and player characters - Fixed issues with buttons not all appearing at the start of the program 	<ul style="list-style-type: none"> - Fixed vertical movement mechanics
December 16	<ul style="list-style-type: none"> - Created Score class to track player scores 	<ul style="list-style-type: none"> - Updated UML - Created batch File
December 18	<ul style="list-style-type: none"> - Brainstormed map themes, powerup/obstacle designs 	<ul style="list-style-type: none"> - Brainstormed map themes, powerup/obstacle designs
December 19	<ul style="list-style-type: none"> - Made background designs for grass and snow maps 	
December 20	<ul style="list-style-type: none"> - Made background for dirt map, began work on 	

	obstacle/powerup designs	
December 22	- Finished work on obstacle/powerup designs	
December 23	- Added code to create/display objects in middle of screen	- Added code to create/display objects in middle of screen
December 27	- Fix player movement when shooting	- Change bullet size and tried changing movement
December 29	- Added more images	- Added more images
January 1	- Update GamePanel to incorporate obstacles	- Create obstacles - Code ricochet mechanics
January 3	- Implemented powerups and their functionality	- Implemented powerups and their functionality
January 4	- Fix issues with freeze powerup	- Create powerups
January 6	- Fix vertical movement and turn management - Draw and add images for players without guns	- Fix issues with bullet bouncing and getting stuck
January 7	- Fix powerups and obstacles overlapping on map	- Work on UML Diagram
January 8	- Add full commenting, header comments to all classes	- Finalize UML Diagram
January 9	- Made changes allowing any powerup to spawn on any map	
January 11	- Made frozen images for characters to be used when players are frozen	- Planned finishing changes required for finalized product
January 12	- Added pause menu and end screen w/ buttons to reset, resume game, quit, and return to main menu	- Fixed end screen bug, making it transparent

January 13	<ul style="list-style-type: none"> - Searched for sound effects to add to game 	<ul style="list-style-type: none"> - Created and implemented self made sound effects.
January 14	<ul style="list-style-type: none"> - Added SoundManager class and all sound effects 	<ul style="list-style-type: none"> - Update UML Diagram
January 15	<ul style="list-style-type: none"> - Fixed turn management system (players now take turns shooting) 	<ul style="list-style-type: none"> - Bug fixing bullet disappearing after frozen
January 16	<ul style="list-style-type: none"> - Added a short period of invincibility for obstacles/powerups - Finalized UML diagram for submission 	<ul style="list-style-type: none"> - Added full commenting and headers to all classes