May 13, 2024

I decided to finally use git to help with version control on this project. I mainly pushed everything into the main branch for now then set up an experimental branch that I’ll be working on until certain breakpoints in development.

May 15, 2024

Hurtboxes and Hitboxes have been added. Learned how the Physics Collision layers/masks work. Brought out state\_name variable and getState() function to the State superclass instead of the custom classes. Decided to also start logging major changes in diary format instead to learn how to better document progress.