**23 May**

Coming up with ideas with the group at the time (myself, ramonito, danielle, samarth). Created basic sketch of an archery range idea and a basketball idea.

**24 May**

Making changes to the basic mousewhere program and title screen for archery range. Made a simple title screen

**25 May**

Added buttons for title screen, discussed with group how archery range would work regarding motor.

**26 May**

Group decides to split up, I stay with the archery range as a group of my own.

**27 May**

Finished title screen for game, gathered materials for model, decided to re-sketch model to accommodate a motor that makes the model seem more dynamic.

**28 May**

Continued working on how the game itself would work. Decided that the motor would move left and right based off of keys pressed down on the keyboard and the screen would follow the movement of the motor

**29 May**

Finished design of the archery range program, but decided to make it a mario theme to make it more colorful and make it easier for me to pick music and pictures.

**30 May**

Found a way to move targets back and forth between 4 places and move the aim using ‘a’ and ‘d’ on the keyboard, while using ‘w’ to shoot. The shoot basically picks a random point in the aim area and if that point is in the yellow part of the target, the target moves to a new place. Originally had a system that allowed the user to aim in to be more accurate. Later removed this because it was annoying and counter-effective.

**31 May**

Made a point system and made a timer system. View.Update made this very hard to pull off, but I was mostly overthinking it. Also started putting together the model, starting with the structure, then painting it.

**1 June**

Painted the rest of the box, made adjustments to the motor because my previous idea of making it a type of wheel or moving object was not going to work. Decided to make it a type of conveyor belt. Added screens and better pictures to the program.

**2 June**

Continued to paint the box, made the targets for the model. Used string for the conveyor belt motor.

**3 June**

Changed to better fonts, made a how to play menu, made an options menu for changing title picture, changing music, changing play time.

**4 June**

Made a scoreboard screen after the game ends. Printed out mario for model.

**5 June**

Added sound effects, added better delays

**6 June**

Pasted pictures onto side of model. Adjusted small things with the model, such as uneven flooring, with hot glue.

**7 June**

Fixing the speed of the motor to match up with speed on screen.

**8 June**

Sticking mario onto the conveyor belt as the character, trying to fix it so that it doesn’t tilt while moving.

**9 June**

Hot glued breadboard wires so that they stop falling out. Project almost complete.

**10 June**

Connected lights to model, made the code so that they would always be on while playing.

**11 June**

Found a new way to make character not fall over while moving around, required another piece of cardboard as its base.

**12 June**

Helped other groups, as my project was complete and I didn’t have any cardboard to create the basepiece (last piece) of my character on the model.