# Dev Diary

## 12/06/18

* Start of project
* Updated git ignore
* Started test1
* Added CTestMap class to test1 which takes a string and loads a file to an int array

## 13/06/18

* Added visualisation of the map that is stored

## 14/06/18

* Added goal and spawn blocks
* Corrected the display of the map
* Added a model to represent the AI’s position
* Added GetSpawnPoint() and GetGoalPoint()
* Locally store spawn and goal coordinates to reduce searching