

Ege Ural - Personal Logs for CodeRacers

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20 November

- Successfully implemented the first version of the Peer-to-Peer (P2P) architecture.
- Established connections between computers and enabled messaging functionality.

6 December

- Began working on the graphical user interface (GUI).
- Focused on tracking user clicking patterns for initial development.

7 December

- Expanded the GUI by working on additional screens.
- Progressed towards integrating multiple screens into the project.

8 December

- Committed updates that included:
 - LoginScene
 - MainGameScene
 - LeaderboardScene
 - SettingsScene (partially completed)
- Achieved significant progress, finalizing nearly four screens.

10–17 December

- Finalized all GUI screens and added features to enhance the project's attractiveness.
- Worked extensively on the logic for question display functionality.
- Integrated Eren's screens into the project structure, consolidating all screens under unified folders.
- Created CSS files for styling various components of the project.

- Worked on displaying images and playing background music to elevate the user experience.

18 December

- Delivered the finalized version of the CodeRacers GUI with the help of my friends.
- Completed the project with all planned features and designs implemented.