time sheet:

20, November, Sunday:

2 pm - 9pm :

* learn and play around with tkinter image display,
* draw the story board,
* build the mode dispatcher for different mode of the game

21, November, Monday:

10:00 pm - 11:00pm

* writing the project proposal

21, November, Monday:

11:30 pm - 2:00am(Tuesday)

* do the competitive analysis

23, November, Wednesday:

13:00pm - 16:00pm

* work on the scoreMode of the game, create the object; show timer and level

25, November, Friday:

13:00pm-19:00pm

* draw the claw and render it with rotate, stick out and retract feature

26, November, Saturday:

12:00am-7:00pm 8:30pm-12:00pm

* adjust the dimension of gold and rock
* the attach method of claw and underground item.
* adjust the top-down design and oops method
* when attached, the underground precious should be removed from the directory and a same piece precious should be created on the claw
* draw score
* update score
* create class of moving rats and diamond

28, November, Monday

8:00pm-10:00pm

* crop the icon of rock and draw rock on canvas

30, November, Wednesday

5:00pm-12:00pm

* set up the dimension and value of rocks
* make rock disappear when get clawed and retracted back to miner
* create the transition screen for ScoreMode
* player can go to next level from transition Screen

4, December, Sunday

8:00pm- 10:00pm

* when generating precious underground, the precious item should avoid overlap
* display diamond
* debug about the diamond behavior

5. December, Monday

7:00pm-12:00pm

* draw rats
* rats running around
* display moving rats
* moving rats with diamond behave properly
* display miner

6, December, Tuesday

11:30am- 14:40pm

* the behavior of miner:
* normal gesture when the claw rotate
* working gesture 1) get hand down; 2) hand up
* celebration gesture
* display the item value right after get it back.
* miner moving/ applause/

**total time by now: 52 hours**

6, December, Tuesday

18:00pm-20:00pm

21:00pm-

* track the motion of mouse
* highlight the button that the mouse rest on
* to do
  + score record saved in file
  + the transition screen should have access to shopping mode
  + if player choose to go to shopping mode, the player's data and progress should be stored and can be retrived
  + after finish all levels, should be able to show some final information