**Change Log**

* Week 3:
  + Main home page was created in XCode Sprint kit and the “Hello world” was changed to the Homepage with Menu and the Relative options with background image which got deleted and messed the whole project and storyboard was giving number of errors.
  + Characters were created with the map selection as well in assets.
  + Other Files such as header and. atlas files were created for the further coding to take place and the GameHS List which I had to create again.
* Week 4:
  + The whole project showed so many errors that I had to start with new project and do all over with different references and formats.
  + The Horcrux. File was used and was connected to the main homepage.
  + The Map was then further placed in the second game board.
* Week 5:
  + The overall connection of Stat button and exit button was established but the error of not interacting with the launchpad continued
  + The character file took a leap but the character continues to fall out of the map and not making it a coordinate map but more of the image.
  + Directions were placed in the touch instructions in the default nodes format.