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| Date | What I achieved |
| 10/03/2025 | Figured out the premise of the game.  Finished player and player movement.  Started working on buttons. |
| 12/03/2025 | Finished the buttons.  Added player trail.  Added win and lose messages.  Made a restart option.  Started working on text input and intro messages. |
| 13/03/2025 | Got text input to work  Finished intro messages |
| 14/03/2025 | Fixed bug with not being able to exit game while intro messages are running. |
| 17/03/2025 | Removed some hard coded values.  Cleaned up code for intro messages. |
| 19/03/2025 | Worked on visuals of game  Allowed user to control the pace of the intro messages.  Cleaned up code for displaying text by using functions. |
| 24/03/2025 | Improving jumping physics, making them feel more natural. |
| 28/03/2025 | Made buttons feel better, they start with a translucent colour and turn solid when the mouse hovers over.  Organised parts of the game into functions.  Make text on buttons self center.  Removed some hard coded values. |
| 1/04/2025 | Started working on a difficulty select menu.  Initially just copied the button code from another part of my game, but I later optimised it with a for loop. |
| 3/04/2025 | Finished and optimised difficulty select menu.  Optimised the other buttons screen in my game.  Submitted the game. |