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|  | Josiah Burchard | Steven Sebastian | Tyler Chapman |
| Week of  10/18 – 10/24 | Added GameObject, AnimatedObject, and MapMaker classes  Time Spent  10/20 (9:30-10:45 AM)  10/22 (9:30-10:45 AM) | Created test map w/ legend  Time Spent  10/22 (9:30-10:45 AM) |  |
| Week of 10/25 – 10/31 | Debugged and fixed MapMaker class, Created Player and Tiles classes, changed velocity to Vector2, and updated positions/velocities and Player class  Time Spent  10/27 (9:30-10:45 AM)  10/29 (9:30-1045 AM) | Added test sprites for solid and semi-solid tiles, added checks for gravity rules and if object is on ground  Time Spent  10/27 (9:45-10:45 AM)  10/29 (9:45-10:45 AM) | Fixed tile transparency issue and added placeholder player sprite  Time Spent  10/27 (9:45-10:45 AM)  10/29 (9:45-10:45 AM) |
| Week of 11/1 – 11/7 | Implemented player movement, collision detection (for objects and Player), added Enemy list and class, fixed enemy AI framework, cleaned up code, added support for animation and cleaned up bugs, added support for multiple levels and added Door object  Time Spent  11/3 (9:30-10:45 AM)  11/5 (9:30-10:45 AM) | Added basic gravity code and part of frog AI  Time Spent  11/3 (10:00-10:45 AM)  11/5 (10:00-10:45 AM) | Added Player idle and movement sprites  Time Spent  11/3 (9:45-10:45 AM)  11/5 (9:45-10:45 AM) |
| Week of 11/8 – 11/14 | Fixed sprite effects bug, implemented enemy sprites and AIs, added IsOnGround to GameObject class, and changed maps, added smoke/explosions and particle systems  Time Spent  11/10 (9:30-10:45 AM)  11/12 (9:30-10:45 AM) | Finished AIs for frog and emu enemies, fixed glitch with emu AI, delayed jumping in frog AI and fixed emu AI to not chase player if behind or too far above/below emu, improved AIs of frog and emu, added AI for soda guy, and added SodaCan class  Time Spent  11/10 (9:30-10:45 AM)  11/12 (9:30-10:45 AM) | Shortened player, added placeholder cloud, sun, and bad emu sprites, implemented jump, added open door frame and door opening animation, and added and implemented soda guy sprites  Time Spent  11/10 (9:30-10:45 AM)  11/12 (9:30-10:45 AM) |
| Week of 11/15 – 11/21 | Added background objects, reorganized files, worked on transition levels, added Timer class, and refactored project  Time Spent  11/17 (9:30-10:45 AM)  11/19 (9:30-10:45 AM) | Updated soda can and soda guy AIs, added player death, and modified Draw function to display Player mercy invincibility  Time Spent  11/17 (9:30-10:45 AM)  11/19 (9:30-10:45 AM) | Added sounds, implemented jump again, and created and implemented new emu sprites  Time Spent  11/17 (9:30-10:45 AM)  11/19 (9:30-10:45 AM) |
| Week of 11/22 – 11/28 | Made doors not obey gravity, created GamePlay class and allowed scrolling left, added level 2 intro map, fixed blinking sprite issue on player  Time Spent  11/24 (1 hour)  11/26 (1 hour) | Fixed soda can rotation, added player health icons, fixed floating soda can issue  Time Spent  11/24 (1 hour)  11/26 (1 hour) | Worked on background, implemented hills, worked on sun  Time Spent  11/24 (1 hour)  11/26 (1 hour) |
| Week of 11/29 – 12/5 | Added level 3, fixed emu height issue, handled background objects, set up splash screens, fixed transitioning, implemented background music, fixed disappearing sun glitch  Time Spent  11/30 (1 hour)  12/1 (1 hour)  12/3 (1 hour) | Rearranged order of objects to draw clouds in front of sun, fixed floating soda can issue, implemented Game Over sequence and fixed level skip glitch, improved enemy AI, and improved sprites for solid and semi-solid tiles  Time Spent  11/29-12/1 (1 hour)  12/3 (1 hour) | Replaced sun sprite and added splash screens  Time Spent  12/1 (1 hour)  12/3 (1 hour) |
| Week of 12/6 – 12/12 |  | Added six more levels to the game, added picture for team picture screen, updated levels 8 and 9, and added project report  Time Spent  12/7 (1 hour)  12/9 (15 minutes)  12/10 (1 hour) | Updated splash screens, updated contributor splash screen, added trailer, added trees to hills  Time Spent  12/8 (1 hour)  12/10 (30 minutes) |