Work log

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| Date | Emma | Laura |
| May 31, 2022 |  | Set up project (frame, panel, basic character movement) |
| Jun 1, 2022 | Planning | Planning |
| Jun 4, 2022 |  | Level 8 is somewhat done (except for checking collisions between characters) |
| June 7th | Level 2 complete | Worked on level 7 |
| June 8th | Basic background sound implemented | Level 7 finished  Implement fading between levels |
| June 9th | Level 1 complete  Level 3 complete  Level 4 complete | Fixed glitch bug  Level 6 finished |
| June 12th | Level 10 complete  Started Level 11 | Level 9 finished  Level 5 finished |
| June 14th | Level 11 complete  Level 13 complete | Level 12 complete |