Criterion B: Record of Tasks

Date	Action	Details	Comments/ Follow-up	Date Completed	Criterion
October 2016	IA Proposal	Submitted paragraph proposal to teacher	Received teacher approval and feedback	October 10th, 2016	A
November 2016	Brainstorm	Listing ideas for how to structure project	Start building the ideas in the brainstorm	November 17th, 2016	B
November 2016	Developing hitbox algorithm	Determine how to find a collision between a circle and an oval	Implement this algorithm in a test program	November 30th, 2016	C
November 2016	Project Update	Submitted 2 page paper to teacher to update on project status	N/A	December 1, 2016	C
December 2016	Created Design Layout	Created a sketch of the layout of each level	N/A	December 13th, 2016	B
December 2016	Tested Hitbox Algorithm	Built a program that collides a circle with an oval	The hitbox algorithm has been verified, to be implemented later	December 29th, 2016	C
December 2016	Created player movement subprogram	Built a small program to test player movement using WASD keys	The method for moving the player, and the player object class are	January 3rd, 2017	C

			ready to use		
December 2016	Began designing product	Creating the prototype for the game	Analyzing the flaws in the prototype will help inform my second version	January 20st, 2017	C
January 2017	Designed second (final) version of the game	Changing the prototype to fix large bugs and adding levels that can handle multiple enemies	N/A	February 25th, 2017	C

Word Count: 246