Record of Tasks

Task Number	Actions	Time it took	Approximate completion date	Criterion
1	Brainstormed and decided what to do for the project	3 days	10/22/2017	A
2	Created a visual or mockup of project to get idea of what type of layout is needed	1 week	11/3	B
3	Created a more or less complete list of all the different methods that will be needed to create the game	3 days	1/9/2018	C
4	Researched different things and methods that would possibly be needed to make game work	5 days	1/22	D
5	Began coding and creating all the possible variables as well as creating the maze layout and getting all the images	3.5 weeks	1/27	D
6	Finished coding all the "draw" methods that bring up the visuals and draw the images, and the introduction screen	1 week	2/21	H
7	Finished coding all the movement for both the ghosts (trying to make it random) and Pacman	2 weeks	2/28	E
8	Coded all the paint components as well as the key actions/events	1 week	3/14	G
9	Figured out and finished coding the "animation" for Pacman opening and closing his mouth	5 days	3/19	E
10	Bug Testing and finished up final touches of code	1 week	3/26	I