**ICS2O FINAL PROJECT Fall 2016 – INDIVIDUAL WORK LOG**

My name: Nicholas Carr\_\_\_\_\_\_\_\_\_\_\_\_ Partner’s Name: Victor Lin\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Page 1\_\_ of \_\_\_

|  |  |  |  |
| --- | --- | --- | --- |
| **DATE** | **TIME SPENT** | **MY CONTRIBUTION TODAY** | **GOAL/PLAN FOR NEXT DAY** |
| May 17 | 75 min | Started the proposal | Finish the proposal |
| May 18 | 75 min | Finished proposal | Start the initial design |
| May 19 | 75 min | Started designing the mockup | Start the initial design |
| May 23 | 75 min | Started the initial design, added a manifest file for packaging | Continue working on the initial design |
| May 24 | 75 min | Worked on the program overview, key variables, the program plan, and continue working on the prototype | Start coding |
| May 25 | 100 min | Started coding, got basic animation to work | Build more wrapper functions |
| May 26 | 120 min | Reversed button directions, made functions for starting and stopping basic movement | Add a background |
| **DATE** | **TIME SPENT** | **MY CONTRIBUTION TODAY** | **GOAL/PLAN FOR NEXT DAY** |
| May 27 | 120 min | Added a background, stopped the user’s car from driving off screen | Make the background work |
| May 28 | 45 min | Made the background move evenly without gaps | Add a pause screen |
| May 30 | 100 min | Added buttons to the pause menu | Make more menus |
| May 31 | 120 min | Made buttons do something, split the event loop into a separate class to streamline event handling and frame animation | Finish all menus, add help screen |
| June 1 | 75 min | Added a 5 second countdown to the game | Add help screen |
| June 2 | 75 min | Added a help page, improved the countdown | Add scoring |
| June 4 | 20 min | Stopped the user from reversing too far | Add scoring |
| June 5 | 75 min | Improved collisions, added scoring and high scores | Add other obstacles |
| June 6 | 75 min | Added random cars, traffic cones, slowed down the car on grass, added a traffic animation under the main menu | Get ready for testing |
| June 7 | 0 min |  | Add feedback from testing |
| June 8 | 75 min | Reworked turning, reduced points | Add sound |
| June 12 | 90 min | Added sounds when you drive over cars or crash, let the user lose, removed L shortcut to the game over screen, added an auditory indicator for the distance of the police car |  |