Team Unlucky 13 Log

| Name | Feature | Date | Time | Description |
| --- | --- | --- | --- | --- |
| Omar Qureshi | Created classes playerShip, drawGame, InvadersGame, playerShot | Oct 10, Oct 14 | ~9 hours | A very crude layout of the game where a board is created with a ship character ‘X’ moving left or right at the bottom that fires a shot ‘|’ upward  Compiles but with bugs: ship out of array boundary, user input, shot out of array boundary |
| **Celina Ma** | Edited PlayerShip, DrawGame and InvadersGame classes | Oct 12 | 2 hours | Adjusted some variable names for clarity and made organization of code more object-oriented. |
| **All Members (team meeting)** | Bug fixes and organizing code | Oct 13 | 2 hours | Improved user input handling and worked on resolving “Out of Bounds” errors due to the player moving off the game board. |
| Simratdeep Virk | Bug fixed in InvadersGame  Alien Class | Oct 14 | 4 hours | Fixed various references and dealt with errors regarding variables from other classes.  Wrote Alien class, in which an alien moves sideways and down the board every time the board is re-drawn |