Team Unlucky 13 Log

| Name | Feature | Date | Time | Description |
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| 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. |
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