Date	Time	Notes
4/21/21	2:00 PM	Setting up initial artifacts
4/23/21	2:00 PM	Continuation of artifact set up - creating sprints and user stories
4/24/21	9:00 PM	Finishing User Stories and making sure we're all on the same page
4/26/21	2:00 PM	Collision detection is finished and objects can now loop through the stage. The Physics engine is nearing completion
4/28/21	2:00 PM	Discussed combining different components from Sprint 1 and planning future sprints
4/30/21	2:00 PM	Worked on setting up collisions between the player and the obstacles
5/3/21	2:00 PM	Created a score counter and tweaked collisions
5/5/21	2:00 PM	Decided to move the creation of the MVC to sprint #3
5/7/21	2:00 PM	Want to make the obstacles speed up as the game goes on, will work on this in the future
5/10/21	2:00 PM	As requested by the client, adding food for the bison to eat during gameplay
5/12/21	2:00 PM	Changed the obstacles to be nodes and no longer move along a path, collisions need to be fixed for this change
5/14/21	2:00 PM	MVC has been created, collision have been updated to work between the node objects, AI work will begin over the weekend
5/17/21	2:00 PM	Decided to make a bot instead of a full AI, bot has been created and is able to play the game and collect carrots, need to implement menu control of the game
5/19/21	2:00 PM	Final day, putting on finishing touches, menu has been finished