

***Log Activity Tugas Besar***  
***IF2010 - Object Oriented Programming***  
**Kelas 04 - Kelompok 06**

<b>Nama</b>	Darren Mansyl
<b>NIM</b>	18223001
<b>No</b>	<b>Kegiatan</b>
1	Implemented GUI using Java Swing and added character movement
2	Continued farm GUI implementation and interaction integration
3	Developed GUI for the farm area and integrated it with base logic

<b>Nama</b>	Muhammad Aqmar Fayyaz Zakaria
<b>NIM</b>	18223043
<b>No</b>	<b>Kegiatan</b>
1	Created player sprite, NPC sprites, and NPC house assets
2	Revised some main menu and map GUI
3	Made project progress report and log activity

<b>Nama</b>	Sendi Putra Alicia
<b>NIM</b>	18223063
<b>No</b>	<b>Kegiatan</b>
1	Created tile assets, maps, and housemaps; mapped maps into .txt files
2	Implemented GUI for world map
3	Finalized world map design

<b>Nama</b>	Atharizza Muhammad Athaya
<b>NIM</b>	18223079
<b>No</b>	<b>Kegiatan</b>
1	Developed base game logic based on the planned design
2	Added logic for placing deployable objects (house, pond, shipping bin)
3	Adjusted map transition logic