```
 1   Tue Nov 24 19:16:24 2015 +0900 pause function add
 2   Tue Nov 24 19:15:59 2015 +0900 font, need to solve update
 3   Tue Nov 24 19:15:44 2015 +0900 cache update
 4   Tue Nov 24 01:33:41 2015 +0900 sound,json adjust
 5   Tue Nov 24 01:33:06 2015 +0900 json fix
 6   Tue Nov 24 01:32:45 2015 +0900 cache, need to solve update
 7   Tue Nov 24 01:32:25 2015 +0900 sound add, adjust
 8   Tue Nov 24 01:31:53 2015 +0900 explain, pause image add
 9   Mon Nov 23 04:13:04 2015 +0900 stage2,minimap,monster3 update
10   Mon Nov 23 04:12:47 2015 +0900 sound update
11   Mon Nov 23 04:09:23 2015 +0900 Revert "sound update"
12   Mon Nov 23 04:09:05 2015 +0900 sound update
13   Mon Nov 23 04:08:47 2015 +0900 jason update
14   Mon Nov 23 04:08:36 2015 +0900 image update
15   Mon Nov 23 04:08:10 2015 +0900 cache and delete files
16   Sun Nov 22 14:47:22 2015 +0900 stage2 make
17   Sun Nov 22 14:47:10 2015 +0900 stage2 tile image
18   Sun Nov 22 14:46:53 2015 +0900 jason file
19   Sun Nov 22 14:46:37 2015 +0900 second character image
20   Sun Nov 22 14:45:45 2015 +0900 cache
21   Sun Nov 22 14:45:29 2015 +0900 class data seperate
22   Thu Nov 19 20:36:15 2015 +0900 cache update
23   Thu Nov 19 20:36:08 2015 +0900 scrolling image update
24   Thu Nov 19 20:35:48 2015 +0900 time adjust
25   Wed Nov 18 20:37:07 2015 +0900 class_data make
26   Wed Nov 18 20:36:41 2015 +0900 frame fix
27   Wed Nov 18 20:36:05 2015 +0900 need to solve update
28   Wed Nov 18 20:35:51 2015 +0900 cache update
29   Thu Nov 12 11:54:45 2015 +0900 need to solve update
30   Thu Nov 12 11:54:35 2015 +0900 cache update
31   Sun Nov 8 22:02:09 2015 +0900 monster_wildboar put / crush check
32   Sun Nov 8 22:01:45 2015 +0900 name change
33   Sun Nov 8 22:01:36 2015 +0900 json data update and make
34   Sun Nov 8 22:01:20 2015 +0900 cache update
35   Fri Nov 6 02:27:47 2015 +0900 cache
36   Fri Nov 6 02:27:38 2015 +0900 monster_mouse collison check
37   Fri Nov 6 00:43:47 2015 +0900 monster data change
38   Fri Nov 6 00:43:32 2015 +0900 frame change
39   Fri Nov 6 00:43:23 2015 +0900 cache update
40   Thu Nov 5 23:01:38 2015 +0900 json edit
41   Thu Nov 5 23:01:23 2015 +0900 cache update
42   Thu Nov 5 23:01:13 2015 +0900 data file
43   Thu Nov 5 23:01:01 2015 +0900 schedule update
44   Thu Nov 5 02:13:36 2015 +0900 image name refactoring
45   Thu Nov 5 02:12:34 2015 +0900 name change-py
46   Thu Nov 5 02:12:04 2015 +0900 document folder
47   Thu Nov 5 02:11:51 2015 +0900 document folder
48   Thu Nov 5 02:11:42 2015 +0900 document folder
49   Thu Nov 5 02:10:37 2015 +0900 delete image
50   Thu Nov 5 02:10:24 2015 +0900 update cache file
51   Mon Nov 2 20:07:15 2015 +0900 need to solve
52   Wed Oct 28 21:59:25 2015 +0900 second ppt
53   Wed Oct 28 21:59:23 2015 +0900 .
54   Wed Oct 28 21:59:21 2015 +0900 project expect
55   Sun Oct 25 17:22:46 2015 +0900 Update README.md
56   Sun Oct 25 15:42:50 2015 +0900 Update README.md
57   Sat Oct 24 19:42:16 2015 +0900 character hp bar
58   Sat Oct 24 19:42:00 2015 +0900 srgb eliminate
59   Sat Oct 24 19:41:28 2015 +0900 hpbar add
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 60   Sat Oct 24 19:41:11 2015 +0900 click add
 61   Sat Oct 24 19:40:33 2015 +0900 pycharm files
 62   Fri Oct 23 23:07:22 2015 +0900 title 1,2,3
 63   Fri Oct 23 23:07:12 2015 +0900 title image
 64   Fri Oct 23 23:06:55 2015 +0900 popup menus
 65   Fri Oct 23 23:06:40 2015 +0900 a
 66   Fri Oct 23 23:06:34 2015 +0900 a
 67   Fri Oct 23 23:06:26 2015 +0900 frame change
 68   Fri Oct 23 11:40:57 2015 +0900 .
 69   Fri Oct 23 11:40:49 2015 +0900 scorll add
 70   Fri Oct 23 11:40:26 2015 +0900 schedule edit
 71   Fri Oct 23 11:39:27 2015 +0900 bg,tile add
 72   Tue Oct 13 03:39:18 2015 +0900 title idea
 73   Tue Oct 13 03:39:03 2015 +0900 framework
 74   Tue Oct 13 03:38:55 2015 +0900 framework
 75   Tue Oct 13 03:38:37 2015 +0900 resouce size,frame memo
 76   Tue Oct 13 03:38:19 2015 +0900 resouce update
 77   Tue Oct 13 03:38:07 2015 +0900 resouce update
 78   Tue Oct 13 03:37:44 2015 +0900 delete
 79   Tue Oct 13 03:37:30 2015 +0900 workspace
 80   Mon Oct 12 02:16:53 2015 +0900 update
 81   Wed Oct 7 02:16:07 2015 +0900 nothing change
 82   Wed Oct 7 02:15:54 2015 +0900 sprite work
 83   Wed Oct 7 02:15:36 2015 +0900 pycharm func
 84   Mon Oct 5 18:41:31 2015 +0900 pycharm func
 85   Mon Oct 5 18:35:42 2015 +0900 continuous character moves and monster1
 86   Fri Oct 2 13:25:08 2015 +0900 ?
 87   Fri Oct 2 13:24:51 2015 +0900 change name
 88   Fri Oct 2 13:24:41 2015 +0900 character and monster1 moves
 89   Fri Oct 2 13:24:18 2015 +0900 change name
 90   Fri Oct 2 12:15:28 2015 +0900 move to resource file
 91   Fri Oct 2 12:13:09 2015 +0900 monster3
 92   Fri Oct 2 12:13:06 2015 +0900 monster2
 93   Fri Oct 2 12:13:04 2015 +0900 monster1
 94   Fri Oct 2 12:13:02 2015 +0900 tile-origin
 95   Fri Oct 2 12:13:00 2015 +0900 tile-color
 96   Thu Oct 1 11:01:18 2015 +0900 test file delete
 97   Thu Oct 1 10:59:37 2015 +0900 Update README.md
 98   Thu Oct 1 10:58:11 2015 +0900 Update README.md
 99   Sat Sep 26 01:30:48 2015 +0900 Upload TestUploadGithun.txt
100   Sat Sep 26 01:25:27 2015 +0900 sonic
101   Sat Sep 26 01:25:26 2015 +0900 LWcharacter
102   Sat Sep 26 01:25:24 2015 +0900 LBcharacter
103   Sat Sep 26 01:25:22 2015 +0900 RWcharacter
104   Sat Sep 26 01:25:21 2015 +0900 RBcharacter
105   Sat Sep 26 01:21:15 2015 +0900 Create README.md
106
```