DEV LOG’s

# April 30th

* [dev & art] review design docs for submission
* [dev & art] retrieve TexturePacker license codes
* [dev] Created a TexturePacker guide for artist to use

# April 29th

* [dev] Finished first version of Game Design document
* [dev] Finished Code Architecture
* [dev] Finished Presentation file
* [art] Created game setting
* [art] Created a few game concepts including world and main character
* [art] Get familiar with GitHub and TexturePacker

# April 28th

* [dev] Created GitHub repository  
  Use this [link](https://github.com/seromyr/Portfolio-Development) to get access to the repository

# April 27th

* [dev] Finished brainstorming
* [dev] Created design proposal
* [dev & art] 1st team meeting

# April 23rd

* [dev] Created Trello board and shared it with members  
  Use this [link](https://trello.com/b/96CXYTOb/portfolio-development-i-javascript-game-project) to get access to the board