DEV LOG’s

# May 4:

* [dev] Created Tile Generator
* [dev] Improved main character controller
* [dev] Created collision detection

# May 1:

* [dev] Created main character sprite
* [dev & art] Pitched idea got approval
* [dev & art] Retrospective meeting
* [dev] Added Main Menu & Gameplay screen
* [dev] Added player character on screen with temporary art assets
* [dev] Added basic controls
* [dev] Added basic jump function

# April 30th

* [dev & art] Reviewed design docs for submission
* [dev & art] Retrieved 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