Dev Update - COMP390

This file will be used to log updates on my COMP390 project.

# 21/12/2022

Today I have started up on the project again.

Here are some of my goals for Christmas:

* Create some pseudocode for how the code will be structured.
* Create a simple environment with only jumpng over obstacles
* Be able to randomly generate a creature
* Be able to randomly generate a creature from previous creatures
* Be able to randomly generate a lot of creatures at the same time

Optional goal:

Have these creatures actually move.

I will build a fresh new rold with only obstacles to jump over, no holes.

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