| Date | Tasks Completed Today | Task to Complete Next Day |
| --- | --- | --- |
| June 5th & 6th | * start screen is drawn * backstory * main screen is drawn * characters move * options on the start screen * rules & about options are ready |  |
| June 7th | * script for the stations ready * collisions between the character and the viruses * start working on the count for collisions | * finish the count * draw a map * Finish the code for 3 different stations |
| June 8th | * the count is done * codes for 3 different stations are done * start to work on the graphics for the school, shop, postal office | * finish the graphics for the school, shop and postal office * start drawing a map * fix all the problem with collisions with buildings |
| June 9th | * problems with building collisions solved * Shop and School ready * Postal office graphics is ready | * fix the code for the postal office * Start putting all the methods together * Draw a map |
| June 12th | * postal office code done * All the methods put together, the program runs * Variable names fixed | * work on documentation (comments and block comment) * draw a map and a final screen |
| June 13th | * problem with the location of the viruses solved * Block comment is written * Starting to write comments | * final screen with 3 options * map * an option to play again |
| June 14th | * option to play again is done * - map is done * end screens with 3 possible outcomes is done | * keep working on comments * make a user guide |
| June 15th | * comments are done * a user guide is started | * finish the user guide * proofread everything & check the code |
| June 16th | * the user guide is finished * The program is checked and ready for submission |  |