

## Major Milestones

**24/08/2020**

*Created the menu screen with quit button*

**25/08/2020**

*Finished creating the menu screen*

*Finished creating the instructions screen*

**26/08/2020**

*Finished creating the difficulty selection screen*

*Finished creating the easy, medium and hard difficulty countdown*

*Finished creating the main game*

**27/08/2020**

*Updated how countdown works*

*Updated gui with a moving background*

*Added sounds*

**28/08/2020**

*Added custom difficulty*

## *Records of Help*

<https://pythonprogramming.net/pygame-python-3-part-1-intro/>

## Problems Encountered

***Objects not centring properly***

*Adjusted positions of the objects*

***The first timer method freezes the game until the timer finishes***

*Implemented a different timer method*

***Button will trigger if you start holding the mouse button where there is no button then drag the mouse onto the button***

*Created a variable called mouse\_handled and buttons will trigger only when mouse\_handled is false. Mouse\_handled is set as false when the mouse is moved.*