10/26/18

* Carney uploaded coded 10/21 & 10/26
* Added Projectile and BossCharacter
* Make BossCharacter variable more readable
* Boss currently has a scripted path
* Add comments to code for others to understand
* Projectile class is good, just needs to be made into a list in play state
* Switched from portrait view to landscape view
* Matt Fixed the compile/Impelenation problem
* Best thing is we are on schedule with the timeline

11/02/18

* Carney added Boss Ai
* Boss is now able to shoot multiple projectiles
* Started on items to implement coins
* Boss character AI needs nerfed/balanced
* Fixed most of the variable names
* Matt added Collision detection has been added
* Looking to optimize collision detection with Quad Trees
* After collision game resets to start of playstate
* Hao has started to work on death state
* Tanaka continues on character shoot and control
* Tanaka added controller
* Hao finish the background music and shoot sound

11/09/18

* Meet Thursday from 8-9pm
* Test boss character and main character
* Fix bugs revealed by testing

11/16/18

* Meet Thursday from 8-9pm
* Test collision testing
* Fix bugs revealed by testing

11/23/18

* Meet Thursday from 8-9pm
* Make game more appealing visually
* Test and fix bugs
* Turn in Project 4
* Turn in Assignment 4

11/30/18

* Meet each day from 8-9pm
* Complete Project