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| Date: | Task: | Evaluation: |
| 28/08/17 | Started work on Project Proposal, added ‘mechanics’ section (what will happen in the game) | About 42 lines written, some ideas will need revisiting. |
| 29/08/17 | Added an ‘Implementation’ Section (basic ideas as to how the mechanics of the game will work)  Resourced images for the sprites  Added new mechanic (mother ship)  Spelling and Grammar corrections | I originally intended to use AppJar to make the GUI but discovered it was not suitable and decided to change to Pyganim.  Images are not final, they may change. |
| 30/08/17 | Added ‘Requirements met?’ section  Added Pygame to the packages used for GUI | This will change as the project changes. |
| 1/09/17 | Added details on the projectiles of the aliens and how the aliens will move. |  |
| 3/09/17 | Added an array of records to the ‘Requirements met?’ section | Was originally going to use an array of objects to store the scores while they’re being manipulated but it doesn’t fill a requirement so I changed it. |
| 4/09/17 | Changed ‘array of records’ to ‘array of objects’  Removed recursion from ‘Requirements met?’ | I learnt that an array of objects does fill a requirement so I changed it back.  I am not certain that the program will use recursion so I removed it for now, I will add it back in if it is used. |
| 5/09/17 | Created Wireframes | Created wireframes for the menu, game loaded and game being played pages using balsamiq |
| 11/09/17  Still 11/09/17 | Added a general description of the game to the project proposal  Added detail on how the aliens will be stored in program.  Added target audience section | I re-wrote the intro to the project proposal to contain more details about the game as originally it had very little info.  I decided that storing the aliens in a 2D array would be best as it would allow me to access them accurately as there will be a grid of aliens (on the screen) and so using a 2D array to store them would allow them to be indexed according to where they are in the grid of aliens.  Any gender, age from 8-16 likes computers etc…. |