

	Ghosts Have Different Colors 67 by Steven Fortier, 3:32 PM	
	Finalized formatting 66 by Bryan Young, 9:26 AM	
	Implemented splash screen scrolling! 65 by Bryan Young, 9:16 AM	
	Updated Update Dates 64 by Steven Fortier, 9:13 AM	
	Credits 63 by Steven Fortier, 8:46 AM	
	Fixed extremely rare crash bug, cause was infinite looping in ghostLogic 62 by Zach Thornton, 8:15 AM	
	Settings menu allows users to select up, down, left, right keys 61 by Steven Fortier, 8:13 AM	
	Fixed Rare Crash Bug 60 by Zach Thornton, 7:34 AM	
	Lets PacMan eat ghosts 59 by Steven Fortier, 7:18 AM	
	Fixed Ghost collision bug I think... 58 by Zach Thornton, 7:02 AM	
	Ghosts can now play killers 57 by Zach Thornton, 6:46 AM	
	Teleportation of Ghosts and Filled in Center of Map 56 by Steven Fortier, 6:21 AM	
	-AI WORKS 55 by Zach Thornton, 6:06 AM	
	Initial check in of new AI 54 by Zach Thornton, 5:31 AM	
	Implemented Quit Functionality in Pause Menu To Improve User Experience Across ... The Application 53 by Steven Fortier, 4:53 AM	
	Implemented buffer loading from files for the splash screen and PacMan ... background ASCII graphics 52 by Bryan Young, 4:41 AM	
	-Commit to bring everyone up to current version 51 by Zach Thornton, 4:28 AM	
	Improved Score and Level (Dword) amongst other fixes 50 by Steven Fortier, 4:28 AM	
	Levels Now Work YAY! 49 by Steven Fortier, 3:32 AM	
	Ghost AI framework completed 48 by Zach Thornton, 2:10 AM	
	Added in cherry creation 47 by Steven Fortier, 1:56 AM	
	Fixed bug where program exited after displaying credits screen 46 by Bryan Young, 1:25 AM	
Sunday, December 1, 2013		
	-AI INITIAL COMMIT 45 by Zach Thornton, 11:48 PM	
	Correct PacMan positioning 44 by Steven Fortier, 10:41 PM	
	-Incremental update to ghostAI 43 by Zach Thornton, 10:35 PM	
	-4 Ghosts added... -Ghosts now move -Basis of AI implemented -Ghosts do not collide with each other/walls 42 by Zach Thornton, 9:02 PM	

	ghostLife variable should be initialized to 1 41 by Steven Fortier, 8:46 AM	
	Formatting adjustments, credits screen added (bug that exits game on state ... change needs to be addressed), and added in a settings screen 40 by Bryan Young, 5:57 AM	
	Added ASCII buffer files for various game state screens 39 by Bryan Young, 5:35 AM	
	Game is now playable through main menu play option. 38 by Bryan Young, 5:34 AM	
	Main menu selection highlighting is functioning properly now 37 by Bryan Young, 3:48 AM	
	Re-factored documentation and format. Relocated debug procedures to tail ... section of codebase. 36 by Bryan Young, 2:52 AM	
	Teleports (Does not remove pellet yet) Also fixes random ghost eating mode ... occurences. 35 by Steven Fortier, 1:21 AM	
Saturday, November 30, 2013		
	Implemented main menu foreground rendering. Main menu highlighting is a WIP. ... Refactored variable commenting. Main menu and splash screen backgrounds are a WIP. 34 by Bryan Young, 11:42 AM	
	Large Pellet Mode Update 2 (Removes ghost, Changes draw colors) 33 by Steven Fortier, 9:30 AM	
	Forgot a Couple Pellet Lines 32 by Steven Fortier, 5:59 AM	
	Eats Large Pellets 31 by Steven Fortier, 5:58 AM	
	Updated Map 30 by Steven Fortier, 5:54 AM	
	-Fixed rare integer overflow bug 29 by Zach Thornton, 5:08 AM	
	Changeset 28 28 by Bryan Young, 2:30 AM	
	Checking in updates to the Game State Controller. Implemented main menu state ... navigation (needs selection highlighting) 27 by Bryan Young, 2:26 AM	
	Erases 2 items at once instead of one..... 26 by Zach Thornton, 2:00 AM	
	-Updated map buffer to be 16bit, broke collision detection 25 by Zach Thornton, 1:18 AM	
Friday, November 29, 2013		
	Pulled and merged in pellet destruction code. Checking in merge and the Game ... State Controller skeleton 24 by Bryan Young, 9:45 PM	
	-Pacman can now eat pellets! 23 by Zach Thornton, 9:24 PM	
	-Added Collision Detection for player... -Added pseudo-double buffering for pacman 22 by Zach Thornton, 8:04 PM	
Wednesday, November 27, 2013		
	-Migrated Title Bar to run verticall along right side... -Added Pausing system. 21 by Zach Thornton, 5:52 AM	
	-Removed prior map implementation, reimplemented to load files... -Temporarily disabled titlebar, will be migrating to run vertically -Refactored and improved movement of Ghosts and Player -Fixed screen flickering, players and ghosts now have location cleared on redraw	
Monday, November 25, 2013		

	Drawing map update with color 19 by Steven Fortier, 6:12 AM	
Monday, November 18, 2013		
	Fixed movement bug. 18 by Zach Thornton, 7:58 PM	
	Added colors for TitleBar+Pacman+Ghosts, updated documentation. 17 by Zach Thornton, 4:01 PM	
Thursday, November 7, 2013		
	Test Check In 16 by Steven Fortier, 12:03 AM	
Wednesday, November 6, 2013		
	Fixed build errors 15 by Zach Thornton, 11:59 PM	
	Ghostlogic stuff disappeared. 14 by Zach Thornton, 11:58 PM	
	Updated code documentation and format. Resolved merge conflicts 13 by Bryan Young, 11:51 PM	
	Map Of Game 12 by Steven Fortier, 11:41 PM	
	Added Map Loading 11 by Steven Fortier, 11:40 PM	
	Fixed Title 10 by Zach Thornton, 10:19 PM	
	Refactored Code, Finished commenting all recently added methods. 9 by Zach Thornton, 3:45 PM	
	Added Methods for keeping track of Score and lives, added procedure for player ... death, added persistent title bar. 8 by Zach Thornton, 3:32 PM	
Tuesday, November 5, 2013		
	Cleaned up code, added gamedelay to loop 7 by Zach Thornton, 8:50 PM	
	Added Title 6 by Zach Thornton, 4:54 PM	
	Initial CheckIn, Movement added and working 5 by Zach Thornton, 4:46 PM	
Wednesday, October 23, 2013		
	Check-in the Lab default template 4 by Zach Thornton, 4:55 PM	
	Checking in new Team Foundation Build Automation files. 3 by Zach Thornton, 4:55 PM	
	Created team project folder \$/ASM Pacman via the Team Project Creation Wizard 2 by Zach Thornton, 4:55 PM	