This is the first time I use GitHub, it takes me some time to get familiar with it. One thinks I remember is I asked to make some changes to the code someone push to GitHub. I click to download the zip file of the project instead of pulling it to my local repository. After I finish all the work, I didn’t find any way to push it to the online repository, so I asked my groupmate to help me with it. I teach me how to pull down the repository, and how to push it. Then I start from the beginning again to do the same work and push it to the online repository. This wastes a lot of time to finish my work. I use many techniques that I used in Sprint 0 to create the enemy. The process to create the enemy sprite is easy but making it fit into the whole project spend me a lot of time. My teammates start very early, so we complete most of our sprite’s creation very early. Most of our time is spent on building the factory and controllers to put them together. Mario is another part we work a long time on it, especially making the fire ball and its movement.