**Progress Updates (Oct 29 - Nov 30)**

**Week 1 (Oct 29 - Nov 5)**

**What did your team do last week?**

* We had a group change and brainstormed ideas for our game.

**What will you do this week?**

* - We started making the plans for our java application. We decided on a maze type game.

**Any blocking issues/challenges need to be addressed?**

* We need to learn how to code collision in java.

**Week 2 (Nov 5 - Nov 12)**

**What did your team do last week?**

* We made the plans and chart for our game:

**What will you do this week?**

* All of us started developing the main title screen of the game and making sure that all the buttons events worked.

**Any blocking issues/challenges need to be addressed?**

* We finished the title screen but ran into problems with the background image not loading.

**Week 3 (Nov 12 - Nov 19)**

**What did your team do last week?**

* We made the title screen for the game.

**What will you do this week?**

* We worked heavily on both the main level and the collision of the main object with the walls, and made the object moveable using key binds.

**Any blocking issues/challenges need to be addressed?**

* We had a few glitches in the game where the circle would go through the walls and we had problems coding the obstacles.
* We need to make more obstacles

**Week 4 (Nov 5 - Nov 12)**

**What did your team do last week?**

* We developed the main game and the collision between the circle and the walls and started coding the obstacles.

**What will you do this week?**

* We will finish coding the obstacles and making the collisions between the ball and the obstacle smoother.