**Work in Progress Report**

Major developments/breakthroughs(reference specific code please):

One of our major developments during this period of two weeks was our success in successfully integrating our various scratches into our main game. After the previous WIP, we were able to successfully get our multi-screens scratch to work. We discovered that the problem lied in having issues with a “Missing LabelStyle font” in the TbsMenu file. But we resolved that issue and now when you click the play button it leads to a game screen.

Another one of our major breakthroughs was implementing this multi-screen scratch. Though we had a great deal of difficulty getting our multi screen scratch to work, we were able to implement it into our main code with little to no difficulty.

The code was separated into separate java files and now everything is being called successfully.

Major Challenges/setbacks( reference specific code please):

One of our major challenges was implementing collision detection with our Tiled Map. We were able to successfully read in the tiles that we wished to have the player sprite collide with, but it did not always work. We found that there were times when the player sprite collided perfectly with the obstacle, but there were also times when the player sprite seemingly collided with nothing. We suspect that it is potentially a problem with the orthographic camera, as how we are setting it to scroll with the Tiled Map. Our plan for next week is to use Mr. Grondin’s video as guide to fix it this week. Here is the code that we are thinking is causing the problem:

*//Rendering Tiled Map*

**OrhtoTmrRenderer**.setView(**OcCam**);

**OrhtoTmrRenderer**.render();

*//OrthoGraphic Camera*

**OcCam**.**position**.set(**fSpriteX**, **fSpriteY**, 0);

**SbBatch**.setProjectionMatrix(**OcCam**.**combined**);

Another major challenge was getting the d-pad to work, I now know how I will get the d-pad to work with our existing animation code and will work on completing that during the upcoming week.

After splitting up the code into many separate java files for organization purposes for some reason the sprite is no longer appearing on the screen however it is playing the sounds for the character, will will have to figure out what is causing this issue and what is needed to remedy it.

Any modifications to your specifications/release schedule:

At this time, we have made no modifications to our release schedule.

**Description of your scratch/test program:**

Describe the generic concept you needed to test out:

1. The first generic concept that we needed to test out was developing a collision detection system with our Tiled Map. We needed to ensure that as the player sprite moved around the screen, there were certain obstacles that preventing it from moving to a certain place or direction (e.g. trees, walls).

2. Multi Screen Scratch - We got the game to switch from a main screen to a game screen with the click of the play button.

Source any web site/book that helped you with that concept:

1. For the Tiled collision detection scratch, we used the following sources:

https://www.youtube.com/watch?v=MT5YwZsQnF8 https://github.com/libgdx/libgdx/wiki/Tile-maps

https://www.youtube.com/watch?v=xdc\_1Pf-jnA

2. Multi Screen - <https://github.com/Mrgfhci/LibGDX1/tree/master/MultiScreens> was heavily used to create the scratch

Describe the code and the lesson that you learned from it:

1. Even our our Tiled collision detection scratch is not currently working, we still learned a lot from it. We learned how to use custom properties and object layers within Tiled, as well as how to manipulate Tiled map layers to perform collisions. As of right now, this scratch code adds a player and a Tiled map to the screen. An orthographic camera scrolls with the player. When the player attempts to walk over a tile with a bush on it, the game will not let them. However, there are times when the player seemingly collides with nothing, and then no longer collides with the bush tiles.

2.. Multi Screen Scratch - learned how to move button styles and textbutton code into separate files which is different than the button scratch in the first WIP where we had everyone in one file. We also learned how to update states when a button is clicked.

Describe any challenges that you enjoyed in integrating this scratch code into your major project:

1. We are still in the process of getting the Tiled Collision scratch to work, so we have not yet integrated it into our main project.

2.The multi screen Scratch was relatively easy to implement because everything was already separated and in their own java files that could be moved into the main project. The hardest thing will be figuring out where to different parts of the scratches will have to go within the project, because most of them are one java file with everything declared and used within it.