Slime Soccer Checkpoint 3

Brandon H and Seth S

What we’ve done since last checkpoint, various hurdles we’ve run into and what we plan to work on

Since last checkpoint, we have updated slime selection screen, game mode selection screen, added in soccer goals(goal detection not yet implemented) and have imported many game backgrounds.

We have struggled mightily with communication and using github, as there have been issues syncing and merging our code in a way that keeps our program functional and logical. There have been times where one person accidentally overwrites the other’s code, leading to frustration and delaying progress in the game

We plan to finish up UI stuff until next checkpoint and keep adding in more slime abilities(there are 30 abilities or so). We also plan to coordinate the syncing of our code better so we can progress more quickly.