**Work in Progress Report**

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**GitHub URL:** [**https://github.com/JoseRivas/FlightlessFury**](https://github.com/JoseRivas/FlightlessFury)

**Major developments/breakthroughs(reference specific code please):**

**Adding timer to splash screen:**

Here we call the schedule() method of the Timer object and pass it a new Task object and delay parameter (15 seconds in this case). The run() method will fire after the 3 seconds and inside it you define what to do. In this case we just call a for loop that handles the change to another image in an array of images.

if(!timerIsOn) {

timerIsOn = true; **//timer boolean**

Timer.schedule(new Timer.Task() { **// assign timer task**

@Override

public void run() {

TempImg = tile[0];

for(int i = 0;i<tile.length-1;i++){

tile[i]=tile[i+1];

}

tile[tile.length -1] = TempImg;

}

}, 3); **// amount of seconds**

} else if(button.isPressed()) {

**// Remove the task so we don't call changeScreen twice:**

Timer.instance().clear();

}

File IO