**Status Report**

**Game Name:** PEETY THE BEEFY

**Developers:** Benny Lam & Thomas Nuhn (aka The God Squad)

**Main Idea:** We are trying to emulate the game TowerFall: Ascension, a 2D platformer that have players fight against each other or against A.I. by shooting arrows. We are taking a spin on the game by adding a story element, which follows the adventures of the protagonist “Peety The Beefy” as the player clears many dungeons in order to progress to the next level.

List of programs. Clearly describe the problem that you are solving. Please put the date that you worked on it:

* shooting and trajectory
  + Made 2 scratches
    - Shooting : <https://github.com/TheLegendHimself/Shooting> Feb 12

Problem: Bullet drop, Solved

* + - Trajectory : <https://github.com/TheLegendHimself/Trajectory> Feb 17

Problem: Aiming with mouse, Solved

Major Challenges/setbacks( reference specific code please):

* We are going to be working with the box2d environment so we have to overcome the hurdle of switching all of our scratches to utilize the box2d collision detection. We decided to switch because creating our own collision system would be challenging since we are planning on switching between 13 different maps / stages.

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

* Daniel Shiffman, helped with direction vectors <https://www.youtube.com/watch?v=7eBLAgT0yUs>

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

* We created a scratch with basic player movement that allows the user to shoot bullets based on the player and mouse vectors. Using this concept, we learned we can actually use math concepts from calculus and vectors in our program