**Status Report 2**

**Game Name:** PEETY THE BEEFY

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

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

* Peety-the-Beefy / Release 2.0(Main Game):
  + Worked on implementing scratches into the main game for this release. In Release 2.0 we created functional menus with buttons that flip between screens (Play, Controls, Stage Select) and have basic player movement and physics on Level 1 (ScrLvl1) using the Box2D environment.
    - Peety the Beefy: <https://github.com/TheLegendHimself/Peety-The-Beefy> March 19
* Basicai:
  + Originally meant for testing AI but it turned into a scratch for testing Box2D
  + In this scratch I created an orthographic camera, a world, and Box2D bodies.
  + This scratch was made to get ourselves more familiar with Box2D
    - Basicai: <https://github.com/TheLegendHimself/Peety-The-Beefy>

March 10

Major Challenges/setbacks( reference specific code please):

* We converted our movement to work with the Box2D environment
  + <https://github.com/TheLegendHimself/Peety-The-Beefy> (ScrLvl1.java)
* Creating cookie cutters for Box2D created some problems with getting objects from other classes (null pointer errors with player position variables) (FIXED)
  + <https://github.com/TheLegendHimself/Peety-The-Beefy> (Box2D.java under cookie cutters class)
* Decided to not use the Box2D class and instead make the Box2D player bodies within the level screens, will soon convert the Box2D class into something else
* The image for the button on the first level is drawn behind the tiled map (WIP)

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

* Conner Anderson tutorial helped with setting up Tiled Map and Box2D collision
  + <https://www.youtube.com/watch?v=TiHx4-j0rrw>
* Looked at our old Grade 11 project as reference to spritesheet animation and texturepacker code for buttons and player sprite
  + <https://github.com/TNCreations/God-Squad.git>

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

* Along with creating the basic player movement, we made it so that when the character falls off the map (bottom left corner and bottom right corner), the position of the character will change so that he falls through the top of the map.
  + This is an emulated function from the game that we were inspired by (Towerfall: Ascension)
* Also created buttons using texturepacker
  + We learned that we need to create the sprites the exact size or smaller than the actual button size in-game; we couldn’t scale the buttons up or else the quality would diminish and it would appear blurry