**Status Report 3**

**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 / PTB 3.0(Main Game):
  + Worked on touching up a few aesthetics and mechanics before getting into the bulk of the main game functionality. We worked on animating the main menus with the buttons and the backgrounds, as well as finishing our player animation (he now has a falling animation). We also added some basic AI to the game that moves around and jumps occasionally and we are currently working on contact listeners between the player and the AI (WIP).
    - Peety the Beefy: <https://github.com/TheLegendHimself/Peety-The-Beefy> April 9

Major Challenges/setbacks( reference specific code please):

* Making the window resizable was a problem that we found a workaround to. We just made it so the user cannot resize the window using config.resize = false.
  + (PTB 3.0 in the desktop launcher Desktop.java)
  + <https://github.com/TheLegendHimself/Peety-The-Beefy>
* Double jump wasn’t working the way we wanted it to. Every time the player would jump it adds a force to the body and if the force is already negative (player is falling) then the box would hardly jump. We had to reset the vertical velocity when the second jump happens
  + (PTB 3.0 in ScrLvl1.java)
  + <https://github.com/TheLegendHimself/Peety-The-Beefy>
* Working on creating contact listener and are encountering a problem because we create the player body and the enemy body in different classes and can’t listen between the bodies. We are probably going to have to re-work our entire body creation script to create both player and enemies in the same class (next release)
  + (PTB 3.0 in cookie cutters class Box2D.java, Enemies.java and ContactListener1.java)
* Glitch that happens when the player hits the roof, the y velocity is = 0 which is what we use to check if the player is on the ground. When the y velocity is 0 then it resets the player jumps and we need to find a way to distinguish between the roofs of the map and the floor so that it doesn’t reset the jump at the roof.
  + (PTB 3.0 in ScrLvl1.java)

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

* Conner Anderson tutorial with contact listener
  + <https://www.youtube.com/watch?v=ien40lFovG8&>

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

* Double Jump: Makes it so that the player can jump in air for a second time (and only a second time) so that he can reach platforms that were previously unreachable. We learned about the Box2D physics such as adding forces to a body and how it adds the direction vectors (in reference to Major challenges / setbacks)
* Falling animation: When the player falls it changes the animation to him flailing his arms. Through this we learned how to get the position of the spritesheet using animation variables and changing that position.