**Work in Progress Report**

**Papa John’s Kool Coding Klub**

Major developments/breakthroughs(reference specific code please):

Loading a TiledMap with collisions, random enemy spawning.Random enemy movement, sprite animation. “Dashing” the player a short distance

public void show() {

for (int i = 0; i < 25; i++) {

arEnemies.add(new Guck(MathUtils.*random*(64, 704), MathUtils.*random*(64, 672)));

}

}

Major Challenges/setbacks( reference specific code please):

I’m(John) having trouble cloning the project to my desktop at home.

Currently the player can get stuck inside enemy hit boxes if you dash into them.

for (Enemy e : arEnemies) {

if (spriteColisionHandler.isColliding(player, e)) {

if (player.getState() == Player.STATE.*DASHING*) {

switch (player.getDirection()) {

case *FORWARD*:

while (spriteColisionHandler.isColliding(player, e)) {

player.setY(player.getY() + 32);

}

break;

case *BACKWARD*:

while (spriteColisionHandler.isColliding(player, e)) {

player.setY(player.getY() - 32);

}

break;

case *LEFT*:

while (spriteColisionHandler.isColliding(player, e)) {

player.setX(player.getX() + 32);

}

break;

case *RIGHT*:

while (spriteColisionHandler.isColliding(player, e)) {

player.setX(player.getX() - 32);

}

break;

}

} else {

player.setPosition(fStartX, fStartY);

}

}

}

}

Any modifications to your specifications/release schedule:

N/A

**Description of your scratch/test program:**

Describe the generic concept you needed to test out:

Spawn enemies in random places while keeping them inside the walls of the map.

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

Stackoverflow: https://stackoverflow.com/

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

There’s an array of enemies. When the screen is opened it constructs the enemies with a random X and Y coordinate.

Describe any challenges that you enjoyed in integrating this scratch code into your major project:

Getting the numbers to stay within the bounds of the room.

With each WIP, you will be submitting EVERYTHING. Organization is key. When I go to the groupwork folder**, I should see your project submitted in the following format:**

YourLastName: Under this folder will be the following folders:

**Asana Specs**: Your Asana calendar will have a task that contains a github link to your project and scratches. Please add any comments within this task that can give me a better understanding, like : “It does not work.”

Even if you provided the link to the same project in a previous task from a previous month – go big – add it again.

**Documents**: It will hold all of your documents: journal, WIP, Specs, Release schedule, list of sources, and all the other documents that will be submitted in your final project.

**Releases**: There will be a folder for each release, with one folder CLEARLY telling me that it is the latest, stable release.

**Scratch**: There will be a folder/ GitHub branch for each scratch concept that you tested before you integrated it into your final project.

**Peer Assessment:**

John 99.75

Danny 99.75

Ethan 100.5