**Work in Progress Report**

**Papa John’s**

Major developments/breakthroughs(reference specific code please):

Music, new enemy type, switching weapons

bgMusic = Gdx.*audio*.newMusic(Gdx.*files*.internal("sounds/titlescreen.wav"));

bgMusic.setLooping(true);

bgMusic.play();

arGuns = new Gun[]{

json.fromJson(Gun.class, Gdx.*files*.internal("json/revolver.json")),

json.fromJson(Gun.class, Gdx.*files*.internal("json/smg.json")),

json.fromJson(Gun.class, Gdx.*files*.internal("json/shotgun.json")),

json.fromJson(Gun.class, Gdx.*files*.internal("json/sword.json"))

};

gun = arGuns[0];

public void setgun(int gun) {this.gun = arGuns[gun];}

}

if (inputManager.isKeyPressed(Input.Keys.*DOWN*)){

if(gunswitch == 3) {

gunswitch = 0;

} else gunswitch++;

player.setgun(gunswitch);

} else if (inputManager.isKeyPressed(Input.Keys.*UP*)){

if(gunswitch == 0) {

gunswitch = 3;

} else gunswitch--;

player.setgun(gunswitch);

}

Major Challenges/setbacks( reference specific code please):

Bullets stopped working randomly, and we had to fix them before moving on to different code. Moving the for loop to update fixed this.

for (SprBullet b : arBullets) {

b.update(Gdx.*graphics*.getDeltaTime());

if (collisionHandler.isCollidingWithMap(b.getBoundingRectangle(), 2)) {

arBullets.removeValue(b, true);

}

if (collisionHandler.isSpriteColliding(b.getBoundingRectangle(), player.getHitbox()) && b.getOrigin() != SprPlayer.class) {

arBullets.removeValue(b, true);

player.setHealth(-10);

}

}

Any modifications to your specifications/release schedule:

No

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

Describe the generic concept you needed to test out:

Armour

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

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

The player has an armour value. When the player takes damage some of the damage is reduced by the armour value.

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

There wasn’t any

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:**

Danny 100

John 100

Ethan 100