**Work in Progress Report**

Our movement code is a modified version of Chris Imperatore’s game: https://github.com/MrGFHCI/3UIBasics/tree/master/Chris%20Imperatore%20Summative%20project/Different%20Versions

**Major developments/breakthroughs(reference specific code please):**

* **Shooting a bullet from the character**

if (nCount == 0) {

k = 0;

bx = X; //Lucario x

by = Y; //Lucario y

return img;

if (code == KeyEvent.VK\_Q) {

if (I == 0) { //Looking Left

shoot = true;

dx = -BSPEED;

**Major developments/breakthroughs(reference specific code please):**

* **Getting labels on the screen that show stats that are held in a text file**

//reading the last entry in the text file(finding out the current level of the character

while (sin.hasNext()) {

slvl = sin.next();

}

// adding the labels to the panel

JLabel tHp = new JLabel("Health: " + hp);

JLabel tAtk = new JLabel("Attack: " + atk);

JLabel tLvl = new JLabel("Level: " + lvl);

add(tLvl);

add(tHp);

add(tAtk);

* at first i used JTextFields, but then realized that labels are what is needed here

**Major Challenges/setbacks( reference specific code please):**

* Firing the bullet into one direction smoothly and effectively
* Getting the labels in front of the background picture
* When i added the label code, i got an error in frame that was solved by adding throws FileNotFoundException to the class, however, now whenver i make changes to the code in somewhere that isn’t frame, i have to undo this change and redo it for the changes to take effect

**Any modifications to your specifications/release schedule:**

We have added the stats of the character much earlier than expected

we are also delaying adding enemies until we have everything done with the player

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

**Describe the generic concept you needed to test out:**

Getting the bullet to move in one direction for a certain distance

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

I just fiddled with the

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

if (I == 0) { //Looking Left

shoot = true;

dx = -BSPEED;

nCount2 = nS;

nCount = 2;

if (nCount2 == 1) {

stahp2 += bx;

nS = 2;

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

Trying to get the bullet to go only so far and then disappear, though we don’t have it mastered down yet we have most of it working

**Describe the generic concept you needed to test out:**

needed to take one of our scratch programs and integrate it into our code

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

i created the file and appended to it in main, and i put the code to read and output it in a panel