**Evan Grimes Shane Ploj**

**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):**

* **Getting an enemy to go on the screen and follow the character**

if (X > x) {

dx = 5;

} else if (X < x) {

dx = -5;

} else {

dx = 0;

}

if (Y > y) {

dy = 5;

} else if (Y < y) {

dy = -5;

} else {

dy = 0;

}

-**Added current experience and an experience goal**

Once the character hits level five, exp turns into a scoring system, added the ability to name your character, currently you enter your name through the console, going to add a textbox to enter later on.

static void setvars(int \_Lvl, int \_Atk, int \_Hp, String \_sName, int \_currxp, int \_xpgoal){

Atk=\_Atk;

Lvl=\_Lvl;

Hp=\_Hp;

sName=\_sName;

currxp=\_currxp;

xpgoal=\_xpgoal;

if(lvl==5){

tcurrxp= new JLabel("Score: "+currxp);

txpgoal= new JLabel(" ");

}

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

**-Firing the bullet there are still three known bugs**

-Spamming “shoot” button extends range of bullet

-You cannot shoot when you are going diagonally down and to the right

-When you turn around sometimes the bullet goes the wrong direction

-**Getting the labels in front of the background picture**

Instead we have just moved the background down a bit, and created a hud like space for all of the stats

-**updating the labels**

When the player takes damage or levels up, i am going to move all of the code involving labels to a new class to simplify the code, and make it easier to get a solution, am going to try using a boolean

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

Doing everything to do with text files ahead of schedule

We have decided to add an enemy because the bugs with the projectiles were taking too long to fix, we will fix them soon but we want to start moving forward again

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

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

Putting an enemy onto the screen

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

Used previous code from exercises and previous scratches with player

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

ImageIcon e1 = new ImageIcon("Groudon1.png");

ImageIcon e2 = new ImageIcon("Groudon2.png");

Image arnEnemy[] = new Image[3];

putting an image into an ImageIcon and putting it into an array so the enemy can turn around

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

Trying to get the character on the screen and calibrate with the character