

## Team Half 'n' Half

Joyce Scalettar

Brandon Oleksy

Theoren Mathias

Aubrey Isaacman

### Weekly Log 2/28/15-3/6/15

**General update:** This week we got the game running more smoothly, game states within levels working, and tried to get level transitions actually working. We are still working to get the collision that we want to work, but for now we just have a simple collision system. New menus have also been added.

**-Joyce Scalettar:** This week, I've written a function to read in the speed for the desired level, a function to create waves with that speed and reset all the values for that level, a function to take the level to the probe/comet stage, a function (not working yet) to increment all the values and start the next level, a function to create a comet class, and an update function for the comet. I have also made changes to several other functions.

**-Theoren Mathias:** This week I implemented background music, worked on getting sound effects working (not successful yet), organized and streamlined the menus, and assisted in the debugging of Joyce's newly implemented code.

**-Brandon Mathias:** I continued to work on circle on rectangle collision and then switched to circle on circle collision with multiple circles tracking the satellites position and rotation. It's not quite working, but I've made a lot of progress.

**-Aubrey Isaacman:** I finished all of the sprites for the game. I also made the art for the background for the instructions page and main menu. I also programmed the background for the game.