**Work in Progress Report**

**Major developments/breakthroughs:**

Ashton - I have found a way to load sprites in an easily usable way

Kevin - with the help of Shane and Evan, i now have an image moving using the arrow keys

Miguel: This WIP cycle I was working with layout management. I wanted to get multiple layouts working together in unison to allow a Main menu screen to be displayed, and have multiple buttons on a grid layout on top of the menu image. I would switch between panels with a card layout and multiple panels were nested within a master panel.

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

Ashton - Whilst trying to load sprite sheets, I encountered many errors, most notably the java.nullpointerexception, which caused me much difficulty.

Kevin - notable challenges this week where mainly with the keylisteners specifically while testing code i found online and it not working, it was hard to find a working source, i ended up using code from Evan and Shane

Miguel: The major complication with my cardlayout was that the menu buttons were appearing beside the image instead of on top of the image. The buttons still had the ability to swap between panels however it was not in the way our team wanted.

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

**Release Schedule**

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| **Release Name** | **New incremental features of this release** |
| **0.01** | **load background** |
| **0.21** | **Load image of character** |
| **0.50** | **animation** |
| **0.67** | **character movement (horizontal)** |
| **0.69** | **character movement (vertical)** |
| **0.70** | **Add main menu with start and exit button** |
| **0.72** | **load test platform** |
| **0.91** | **add collision detection** |
| **1.0** | **begin level design** |
| **1.21** | **Add pits of death** |
| **1.89** | **add death** |
| **1.95** | **add attack function** |
| **2.0** | **add attack animation** |
| **2.05** | **add stats screen** |
| **2.1** | **add save feature** |
| **2.7** | **add lives** |
| **2.92** | **power ups** |
| **3.0** | **add enemies** |
| **3.25** | **add enemy deaths** |
| **3.5** | **add coins that contribute to score** |
| **4.0** | **Co-op** |